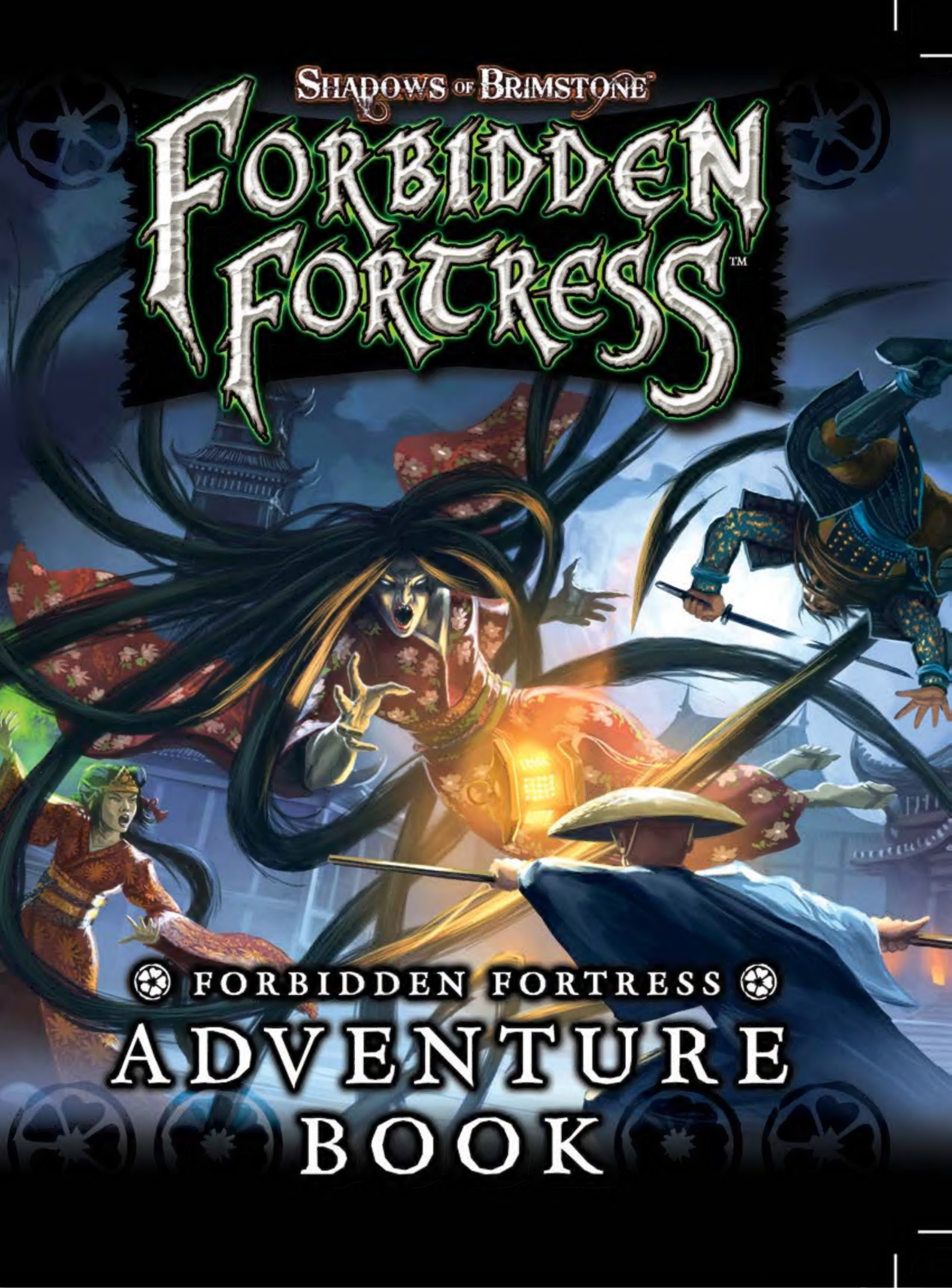
SHADOWS OF BRIMSTONE

FORBIDDEN FORTRESS™



FORBIDDEN FORTRESS ADVENTURE BOOK

SHADOWS OF BRIMSTONE™

FORBIDDEN FORTRESS™

"To our horror, the corpses of the fallen samurai began to move. Rising to life, these dishonored dead lumbered toward us!"

- Excerpt from the journal of the Yamabushi Monk, Shiro Takara

Forbidden Fortress - Adventure Book

By Jason C. Hill

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STORY OF THE SWORD FROM HEAVEN

It was a time of civil war. Cities burned and the fields ran red with the blood of battle. For over a hundred years, warring houses fought for control of Japan.

That's when the 'Sword from Heaven' came. Streaking through the sky with a trail of purple flame. It was like nothing the warriors or wise men had seen before.

Crashing into the Sacred Mountain, it erupted in fire and death. This was no ordinary meteor, but a black rock that glowed with the power of the gods...Dark Stone.

At first the great houses saw this as a gift that could change their fortunes in the war.

They collected and forged the Dark Stone into weapons and armor for their most trusted Samurai.

But then, the demons came!

The meteor's explosion had ripped open portals to other worlds, from which all manner of creatures emerged.

Demons of lore swept through the villages, temples, and fortress strongholds surrounding the mountain, killing all in their path.

The skies grew black as swarms of demonic nightmares descended from the heavens to terrorize the countryside.

Within days several of the most powerful houses fell to the Darkness, only to have their armies of Samurai rise back up from the dead, a ghastly horde of dishonored warriors.

Dragons returned to the Earth, bursting forth from beneath the Sacred Mountain where they had slumbered for a thousand years. Raining fire and death down from the skies, the Dragon King, Sho-Riu had regained much of his former power. Gathering his loyal servants, he set out to conquer the world and seek his revenge on the sacred order of Yamabushi monks that had imprisoned him so long ago.

In the chaos, one house stood strong. They had been the first to realize the potential of the Dark Stone, and their Daimyo Warlord had grown mutated and corrupt with power, ordering every soldier in his army to be touched by the magik of the rock.

This gave them unnatural strength, but it also began to change them, twisting their limbs into writhing tentacles and making them monstrous soldiers... the Takobake!

Their weapons and abilities enhanced by the power of the Dark Stone, the armies of the Takobake were nearly unstoppable on the field of battle.

All those that opposed them in open war were driven before the might of this tainted house.

With his newfound power and madness, the Takobake Daimyo declared himself...

The Fallen Shogun, master of war, and ruler of all Japan!

A dark shadow has fallen across the land, but there are still brave warriors ready to stand against the Darkness, to challenge the Dragons and the armies of the Fallen Shogun, and to enter the gates... of the Forbidden Fortress!

A Matter of Honor

A Samurai's Bushido Code of Honor guides him in every aspect of life. For hundreds of years, the Samurai of the great clans have trained, honing their skills in battle. Now as the supernatural Darkness of the Void spreads across the land, and many of the great houses have fallen into shadow, it is the duty of all Samurai to stand against this tide of evil. For Victory. For Survival. For Honor!

Elemental Magik

Trained in the mystic arts to control the Elements of life - Fire, Earth, Wind, and Water, sorcerers have long been thought to hold wisdom and knowledge beyond that of mortal men. Once relegated to the roles of hermits and court advisors, those with an affinity for Magik have found a new calling in a world overrun with demons, spirits, and creatures of the Void!

Aschaber's Run
Ojo de Dios
Castillo de Lopez
Otari
Yamabushi Grand Shrine
Beermann Sound
Conquistador's Landing
Battle of the Broken Sea
Fortress of Forar
Tenkawa
Nakagawa
The Fight for Armageddon
Battle of Norime
Hú yí duò (Chinese Port)
The Black Fleet
Arashinoumi (Sea of Storms)
'Eve of Armageddon' (River Boat)
Larraeg's Second Landing
Hiezu
The Gate of Heaven
The Sacred Mountain
Umi no Mura
Furanshin Castle
Battle for the Green Tower
Norowareta-mura (Cursed)
Neba
Tower of Suzuka Yuimoa
The Black Mine
Nobu Slave Mines
The Temple of Shadows
The Demon's Tongue Mine
Mevellard's House of Mysteries
The Toothy Maw
Outpost Fort Cardell
The Geese Goose Saloon
The World's Edge Tavern
The Lucky Lotus Gambling Hall
Roux's Rare Relics
The Sheriff's Armory
Avery Rey's Horse and Hound
Blake's Forge
Doc Lamb's Rusty Blade
Salvation's End
Frontier Town of Armageddon

Valley of the Spiders
Kesshō Falls
The Temple of Dreams
Akuma Hige (Dark Forest)
Takama
Yamiyo Stronghold (Ninja Castle)
Fallen Fortress
Chibu
Hidaka
Oshino
Izumizaki
Gonyoku Stronghold (Devoured)
Battle of Gahaka
Kunohe
Ryu no Ha (Dragon's Teeth)
Umaji
Fudai
Yomitan
Fallen Fortress
Drifter's Hut
Majo Castle (Haunted)
Kusutsu
Sai
Port Prosper (Trading Port)
Battle of Tomi Bridge
Higashi
Kiso
Kunishima
Hayakawa
Yariko
Tsukui
Takobake Stronghold
Uddobei (Wood's Bay)
Makkari
Sarufutsu
The White Road Mine
Shadows of Brimstone
Forbidden Fortress
Oni no Mura
Battle of the Five Oni
Hirata

MISSIONS

Missions are the backbone of the *Shadows of Brimstone*, describing a story set up, the goals, special rules, and reward for successfully completing the Adventure. There are 12 different Missions included in this Core Set. The first 6 are Basic Missions while the other 6 are Advanced Missions that are unique to the contents of this Set.

SELECTING A MISSION

When you are setting up for a game of **Shadows of Brimstone**, one of the key factors is deciding what Mission you will play. The *Lost Contact* introductory Mission in the Main Rulebook is a great entry point for all groups of new Heroes starting their career of adventure.

Rolling Randomly vs Choosing

When you are ready for your next Adventure, you can either select a Mission from the list to play, or, if you are feeling adventurous, you can roll randomly to determine your next Mission using the list below.

If you are new to the game, it is recommended that you play though several of the Basic Missions before moving on to any of the Advanced Missions.

Mission List

Below is a list of all of the Missions found in the *Forbidden Fortress* Core Set for *Shadows of Brimstone*. There are 6 Basic Missions, and 6 Advanced Missions unique to this Core Set.

D6 Roll	Mission Type
1-3	Basic Mission
4-6	Forbidden Fortress Mission

D6 Roll	Basic Missions
1	Hunt for Dark Stone
2	Exploration
3	Seal the Void Gate
4	Search Party
5	Escape
6	Bring Down the Fortress

D6 Roll	Forbidden Fortress Missions
1	Castle of the Dead
2	The Sorcerer's Library
3	Lost Explorer
4	A Living World
5	Devoured by the Beast
6	If it Bleeds...

Linking Missions

When playing as a campaign and keeping your Heroes from game to game, it is sometimes fun to link your Missions thematically, one after another. Though none of the Missions introduced here directly affect one another, it is easy to imagine how they might be chained together to form a narrative.

For example, if you play *Exploration* and succeed, you may determine that you need to *Seal the Void Gate* that you discovered along the way. While if you failed, you might need to form a *Search Party* to rescue someone carried off by the Darkness you let escape. Then if you failed to *Seal the Void Gate*, perhaps you should really just *Bring Down the Fortress*, as it's the only way to be sure. While if you succeeded, maybe too many creatures got through before the gate was sealed and now you have to *Escape* to get away alive. The narrative possibilities are endless.

MISSION FEATURES

Elements of a Mission

Every Mission has a short story description as well as several features.

Set Up describes the starting board arrangement and any special markers or cards the Heroes start with.

Mission Goal describes what the Heroes need to do to complete the Mission.

Special Rules tell what extra rules are used that are specific to the Mission.

Objectives describes what Clue Icons are used for during the Mission (if relevant) as well as what the final Objective Room may hold. It also tells how the Mission is successfully completed by the Heroes.

Reward details what bonuses the Heroes get if they successfully complete the Mission.

Failure tells what happens if the Heroes lose the Mission - by all being KO'd, letting the Darkness Escape the Fortress, etc.

Mission Special Rules

Most Missions have one or more **Special Rules**. Often, the same Special Rule can be found in multiple different Missions.

Special Rules marked with '**(Objective)**' specifically relate to the **Objectives** of the Mission (usually only taking effect while in the final Objective Room).

FIXED MAP MISSIONS

Some Missions use a fixed map rather than a randomly generated board. For these Missions, the board is created at the start of the game, as shown in the Mission's Set Up section and map diagram.

The Map Decks are generally not used for these Missions as the entire Map is constructed during Set Up.

Exploration Tokens

Exploration Tokens (if used) are placed on the board as shown in the map diagram. As normal, during the *Room Exploration* phase of the turn, if there are one or more Heroes on a Map Tile with an Exploration Token, that Token is revealed.

> Once a Hero has entered a Map Tile with an Exploration Token on it, that Hero may not leave that Map Tile until the end of the turn.

This prevents Heroes from moving through an un-Explored Room without triggering the Exploration Token to be revealed.

A Hero may, however, move onto one of the puzzle connection spaces in the Room, connected to another Map Tile, as they will still be on both Map Tiles. If that Map Tile also has an Exploration Token, both of them will be revealed during the *Room Exploration* phase.

> During a Fight, models may not move onto a Map Tile that has an unrevealed Exploration Token.

New Doors and Gates

Door and Gate Icons on Exploration Tokens are not used in Fixed Map Missions, as the board is already pre-set. Any time a Gate or new Door would appear (from an Encounter card, etc.), ignore that new Door or Gate, it simply does not come into play.

Placing Enemies

With a Fixed Map, Rooms no longer always have an obvious 'Entrance'. Because normal Enemy placement starts at the opposite side of the Room from the 'Entrance', simply treat the side of the Room that the Heroes moved onto the Map Tile from as the 'Entrance' to that Room.

If Heroes moved onto the Map Tile from two different directions in the same turn, roll off to see which of the two sides counts as the 'Entrance'.

Basic Mission 1

HUNT FOR DARK STONE

Sitting in a tavern one afternoon, you overhear talk of an abandoned Fortress up in the hills that has a large stockpile of Dark Stone, just waiting for someone to come and claim it. It sounds too good to be true...and it probably is, but the haggered old soldier swears up and down that he would go claim it himself if he were twenty years younger.

It's not hard to figure out which Fortress he's talking about based on the landmarks he mentions, and though the other patrons he tells just dismiss him, this could be the rich opportunity you've been looking for.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Fortress Entrance*** Map Tile as normal.

Mission Goal

The Heroes are searching for the stockpile of valuable Dark Stone hidden away in the abandoned Fortress. To find the crates of Dark Stone that they are looking for, the Heroes must collect enough Clue Icons on Exploration Tokens to lead them to the Objective.

There are three variations for this Mission and the Heroes must choose before the Mission begins which Mission Length they want to embark on.

Mission Length	Objective
Small Stockpile	Find 2 Clues
Medium Stockpile	Find 3 Clues
Large Stockpile	Find 4 Clues

Special Rules

There are no Special Rules for this Mission.

Objectives

When the final Clue is discovered, the Heroes have found the Dark Stone stockpile they were looking for! Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**. Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

The XP gained and amount of Dark Stone that the Heroes find in the stockpile is based on the Mission Length they chose before the Mission began, as noted below. Each Hero receives the Reward for completing the Mission.

Mission Length	Reward
Small Stockpile	25 XP and D3 Dark Stone
Medium Stockpile	50 XP and D3+1 Dark Stone
Large Stockpile	75 XP and D3+2 Dark Stone

Failure

If the Heroes fail the Mission, the Darkness escapes the Fortress and wreaks havoc on the countryside and the neighboring Towns.

When the Heroes Travel to a Feudal Village before the next Adventure, **D3 Random Buildings** there will have been **Destroyed** by the escaping Darkness.

Basic Mission 2

EXPLORATION

You have been hired by a local Samurai Warlord to investigate and clear out the home of one of his Daimyo lieutenants that was overrun by creatures in the night. He will pay you well to dispose of any remaining demons or evil spirits that haunt this small fortress.

He assures you that it is a modest castle, and surely most of the creatures that killed his lieutenant have moved on by now. Sounds simple, right? It always does.

Set Up

This Mission starts with the **Fortress Entrance** Map Tile leading directly to a ***T-Junction*** Map Tile. All Heroes start on the ***Fortress Entrance*** Map Tile as normal.

Remove a **T-Junction** Map Card from the **Fortress Map Deck**. Note that the Hero Party marker is not moved forward a step on the Depth Track for this *T-Junction*.

Mission Goal

The Heroes must explore the entire Fortress (not including any **Gates** they might find along the way) and defeat all Enemies they come across to successfully complete this Mission.

Special Rules

Limited Doors

All Exploration Tokens with a Clue Icon have one less Door/Gate on them (Heroes' Choice).

Any time you reveal an Exploration Token, roll a D6 for each Door/Gate Icon on that Token. On the roll of 4+, ignore that Door/Gate Icon. While the Hero Party marker is in the middle Stage of the Depth Track, ignore on a 3+ instead. While the Hero Party marker is in the last Stage of the Depth Track, ignore all Door/Gate Icons automatically.

Dead End Showdowns

Whenever a *Dead End* Room is found (a Room Map Tile that has no Exits), roll a D6.

1 - Add an **Epic Threat** to the Exploration Token.
2-3 - Add a normal **Threat** to the Exploration Token.
4-6 - There is no extra Threat here.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Objectives

Once the Heroes have explored the entire Fortress (all paths lead to a *Dead End* Room - if a Room has only Gates as Exits, this counts as a *Dead End*), they must defeat any remaining Enemies on the board to complete the Mission.

Reward

Each Hero receives **25 XP** as well as **$50 x the number of steps on the Depth Track the Hero Party marker is from the Fortress Entrance space**. For example - If the Hero Party marker is on the 10 space of the Depth Track when the Fortress has been fully explored, each Hero will earn $300 ($50 x 6 steps from the *Fortress Entrance*).

Failure

If the Heroes fail the Mission, the Darkness escapes the Fortress and lays waste to the roads and villages in the area.

When the Heroes Travel to Town after this Adventure, they must each roll <u>twice</u> to see if they add a Travel Hazard to the journey. Also, **1 Random Building** in Town will have been **Destroyed** by the escaping Darkness.

Basic Mission 3

SEAL THE VOID GATE

A stable Void Gate has opened deep in a nearby Fortress and all manner of horrific monstrosities are pouring out! Finding a way to seal the gate within an ancient occult tome, one of the local monks lead a group into the Fortress a few days ago to try to put a stop to the rampage. They have not been heard from since, and the waves of creatures are getting stronger and more frequent. Something must be done, or this entire area will be overrun in a matter of days!

Set Up

This Mission uses the standard set up and all Heroes start on the ***Fortress Entrance*** Map Tile as normal.

Mission Goal

The Heroes must discover the fate of the previous expedition and retrieve the Occult Book. They must then find the Void Gate and use the Book to collapse and seal it.

Special Rules

Leading Darkness

Due to the extra Void energies surrounding the area, the Darkness moves D3+1 steps on the Depth Track at the start of the game (after set up but before the first turn). This may lead to an immediate Attack on the Heroes as they approach the entrance.

Creature Summoning (Objective)

During the final Fight, anytime the ***Hold Back the Darkness*** roll is failed, roll a D6. On the roll of 1, 2, or 3, immediately add a **Low Threat** card to the Fight. These Enemies are placed normally (not in **Ambush**).

Sealing the Gate (Objective)

While on the same Map Tile as the Gate, the Hero with the **Occult Book** may attempt to read from it once per turn, during his Activation. Make a **Spirit 5+** test. For every 5+ rolled, gain **10 XP** and place a Sanity marker on the Gate. When there are 5 or more Sanity markers on the Gate, it is Sealed and the Gate End Cap is replaced with a normal End Cap.

Objectives

The First Clue

The **First Clue** the Heroes find is the location of the ill-fated previous expedition as well as the location of the **Occult Book** they were carrying with them. Ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. Instead the Heroes must draw a Threat card that is one Threat Level higher than normal to battle. These are the creatures that killed the first expedition. At the end of this Fight, the Heroes find the **Occult Book** amongst the bodies of the fallen and may choose which Hero will carry it.

The Second Clue

The **Second Clue** the Heroes find is the location of the Void Gate! Ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has only one exit and that is the Void Gate (a Gate End Cap). Heroes may not move through the Void Gate as it leads directly into the abyss of the Void.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** that is guarding the Void Gate. As long as the Void Gate is open, the ***Creature Summoning*** rule above is active in the final Room. Also, the Hero with the **Occult Book** may use the ***Sealing the Gate*** rule above. If the Hero with the **Occult Book** is KO'd, the book drops in their space and may be picked up for free by any other Hero moving into that space.

Once the Void Gate has been Sealed and all remaining Enemies have been defeated, the Heroes have successfully completed the Mission.

Reward

Each Hero receives **25 XP** as well as **D6x$50** for their efforts.

Failure

If the Heroes fail the Mission, the surge of creatures from the Void Gate destroys all of the villages nearby. The Heroes may not visit a Feudal Village, but instead must proceed directly on to the next Adventure.

Basic Mission 4

SEARCH PARTY

Dragged off in the night, one of the local villagers has gone missing, and there are signs of a struggle leading through the gates of a fallen fortress. No one else around these parts is willing to do anything about it, as they are too terrified to enter the haunted castle! But you can't bring yourselves to simply walk away. Not this time.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Fortress Entrance*** Map Tile as normal.

Mission Goal

One of the local villagers has gone missing and everyone fears the worst. Organizing your Party for a search, you must find **3 Clue Icons** before it's too late to find them alive.

Roll a D6 to determine who has gone missing. This will also determine the ***Reward*** if you can bring them back alive.

Special Rules

There are no Special Rules for this Mission.

D6 Roll	Person Missing
1-2	A Farmer's Son
3-4	The Warlord's Daughter
5-6	The Old Sorcerer's Apprentice

Objectives

The Third Clue

When the **Third Clue** is discovered, the Heroes have found the location of the person they were looking for! Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** that is guarding the unconscious or dead body of the missing villager. Place a KO'd Hero marker in any space of the final Objective Room to represent the body (models may occupy this space and the body may not be interacted with in any way. It is only for thematic purposes).

Once all Enemies have been defeated, the Heroes have successfully completed the Mission! If the Hero Party marker on the Depth Track is in the first Stage, roll 1 die, if it's in the middle Stage, roll 2 dice, and if it's in the last Stage roll 3 dice. If <u>any</u> of the dice roll a 1, it is too late, and the missing person is already dead. If none of the dice roll a 1, they are still alive, but just barely. This roll may not be Re-rolled.

Reward

If the Heroes successfully complete the Mission, each Hero gains **50 XP**. If the missing person was brought back alive, they also gain the following Reward based on who was rescued:

Person Rescued	Reward
A Farmer's Son	D6x$50 and you may remove D3 Corruption
The Warlord's Daughter	x $150 <u>or</u> Draw a Gear card
The Old Sorcerer's Apprentice	Gain +1 Health <u>or</u> Gain +1 Sanity

Failure

If the Heroes fail the Mission, each Hero takes **D3 Corruption Points**, ignoring Willpower, as the loss weighs heavily on their souls.

Basic Mission 5

ESCAPE

Something went terribly wrong after that last mission and now you're deep in the Fortress and surrounded! You must find a way out before you are overwhelmed and devoured by the Darkness that is chasing you!

Set Up

This Mission starts with the Heroes already deep inside a Fortress, with just a ***Cross Path*** Map Tile. All Heroes start on the ***Cross Path***, and may be placed in any spaces they like. All four exits of the ***Cross Path*** are considered **Doors**.

Remove a **Cross Path** Map Card from the **Fortress Map Deck**. Note that the Hero Party marker is not moved forward a step on the Depth Track for this *Cross Path*.

Mission Goal

Chased by the Darkness, the Heroes must find a way out of this forsaken Fortress before they are devoured in the deep. They must explore the Fortress until they find the ***Fortress Entrance*** Map Tile to escape through.

Special Rules

Surrounded by Darkness

As you frantically Search for a way to escape the Darkness, it closes in around you. Any time the Heroes find an Exploration Token with a **Clue Icon**, it moves the Hero Party marker one extra step forward on the Depth Track, but also adds an extra Threat card to the Token. If it is already an **Attack** or **Ambush Attack**, this is an extra Threat card for that Fight (the additional Enemies will Ambush as well if it is already an **Ambush Attack**). If the Exploration Token was an **Encounter**, this makes it an **Attack** as well with a single Threat card.

Dangerous Escape (Objective)

At the end of the first turn in which one or more Heroes is standing on the ***Fortress Entrance*** Map Tile as the Objective Room, roll a special ***Hold Back the Darkness*** test (ignore *Depth Events*). If failed, the Darkness marker is not moved, but instead there is an **Epic Threat** there waiting for you that must be defeated to escape! If the test is successful, the coast is clear and the Heroes are able to burst through the castle gates, escaping without incident.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

May Not Flee

Once the Adventure begins, the Heroes may not Flee; they are trapped, and must see the Mission through to the end.

Objectives

Find the Fortress Entrance to Escape

Any time a new Map Tile is placed, move the Hero Party marker as normal and then roll 2D6 (this roll may not be Re-rolled). If the roll is equal to or higher than the current position of the Hero Party marker on the Depth Track, the Heroes have found the **Fortress Entrance!**

Ignore any Door/Gate Icons on the Exploration Token for the Map Tile just placed (if there is an Exploration Token), as it has only one exit, leading to the ***Fortress Entrance*** Map Tile as the final Objective Room (this uses the ***Dangerous Escape*** Special Rule). Once the Heroes escape (after defeating any Enemies on the last normal Map Tile placed and/or for the ***Dangerous Escape*** Special Rule), the Mission is successfully completed.

Reward

Each Hero receives **100 XP**.

Failure

If the Heroes fail the Mission, each Hero must discard one ***Gear*** or ***Artifact*** card with a listed Gold value of at least **$200** as it is lost in the frantic dash to escape the Darkness. Any Hero that cannot discard a ***Gear*** or ***Artifact*** like this must instead roll once on the **Injury Chart** using a **D8** instead of the normal 2D6 (in addition to any **Injury** for being KO'd).

Basic Mission 6

BRING DOWN THE FORTRESS

That's it! There are just too many Gates opening up and creatures coming out of the local Fortress to handle. When one Gate closes, two more open up around it! There's only one thing for it, you'll have to blow the Fortress! Collecting up all the heavy-duty explosives the local village has to offer, you set off into the depths to find a couple of good spots to plant the charges that will collapse the entire fortress in on itself.

Of course, the only trick is that you also have to get out before it blows. This one's gonna be close!

Set Up

This Mission starts with the **Fortress Entrance** Map Tile leading directly to a ***T-Junction*** Map Tile. All Heroes start on the ***Fortress Entrance*** Map Tile as normal. The Heroes start with **2 Explosives** markers to plant in the Fortress.

Remove a **T-Junction** Map Card from the **Fortress Map Deck**. Note that the Hero Party marker is not moved forward a step on the Depth Track for this *T-Junction*.

Mission Goal

The Heroes must explore the Fortress far enough to find and place **Explosives** at a *Dead End* Room (a Room with no Exits) on each side of the *T-Junction* (two total). They must then return to the *Fortress Entrance* Map Tile to escape before the charges blow! This will successfully complete the Mission.

Special Rules

Limited Doors

All Exploration Tokens with a Clue Icon have one less Door/Gate on them (Heroes' Choice).

Any time you reveal an Exploration Token, roll a D6 for each Door/Gate Icon on that Token. On the roll of 4+, ignore that Door/Gate Icon. While the Hero Party marker is in the middle Stage of the Depth Track, ignore on a 3+ instead. While the Hero Party marker is in the last Stage of the Depth Track, ignore all Door/Gate Icons automatically.

Dead End Showdowns

Whenever a *Dead End* Room is found (a Room Map Tile that has no Exits), roll a D6.

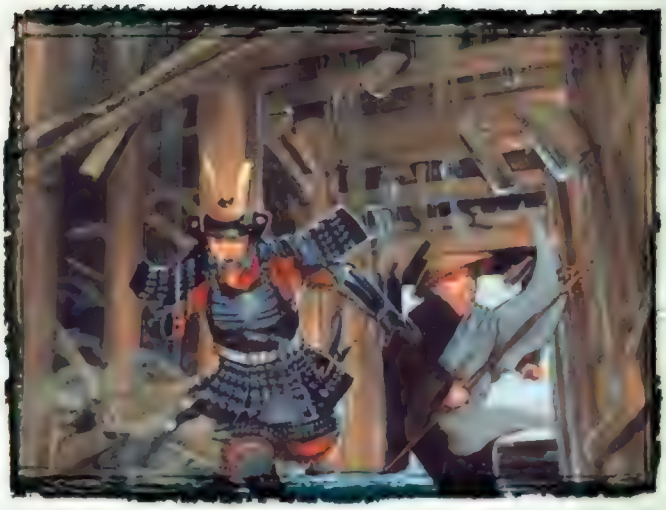
1 - Add an **Epic Threat** to the Exploration Token.
2-3 - Add a normal **Threat** to the Exploration Token.
4-6 - There is no extra Threat here.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Dangerous Escape (Objective)

At the end of the first turn in which one or more Heroes is standing on the ***Fortress Entrance*** Map Tile as the Objective Room, roll a special ***Hold Back the Darkness*** test (ignore *Depth Events*). If failed, the Darkness marker is not moved, but instead there is an **Epic Threat** there waiting for you that must be defeated to escape! If the test is successful, the coast is clear and the Heroes are able to hightail it, escaping without incident.



Objectives

Two Dead Ends

When the Heroes find a *Dead End* Room (a Room with no Exits), after resolving any **Encounters** or **Attacks** there, they automatically place one of their **Explosives** markers on that Map Tile.

If a Room has only **Gates** as Exits, it also counts as a *Dead End* (as the Heroes can't very well plant explosives in another world if they want to collapse the Fortress here).

The Heroes must place one **Explosives** marker at a *Dead End* on the path leading off to the right of the T-Junction and one at a *Dead End* on the path leading off to the left of the T-Junction. This will ensure that the Fortress collapses properly.

Get Back to the Fortress Entrance

Once both **Explosives** markers are placed, the Heroes must return to the ***Fortress Entrance*** Map Tile (as the final Objective Room) to escape the blast. This uses the ***Dangerous Escape*** Special Rule. Once the Heroes escape (after defeating any Enemies), the Mission is successfully completed.

Reward

Each Hero receives **25 XP** as well as **$250** for their efforts.

Failure

If the Heroes fail the Mission before placing BOTH **Explosives**, the Darkness escapes the Fortress and devours the Heroes Horses before ravaging the countryside. Any **Transport** Item a Hero has must be discarded (*Horse*, *Cart*, etc.).

If the Heroes fail after placing BOTH Explosives, they are caught in the blast and must each roll once on the **Injury Chart** to see how bad it is (in addition to any **Injury** for being KO'd).

Forbidden Fortress Mission 1

CASTLE OF THE DEAD

Legend tells of a haunted castle, perched on the mountain top. Once home to a fearsome trio of sorcerous sisters, besieged by a jealous daimyo, it now holds little more than cold death... and the promise of unending torment to all the villages in the shadow of the mountain.

Set Up

This Mission uses the standard set up and all Heroes start on the *Fortress Entrance* Map Tile as normal.

Before the Adventure begins, the Heroes may choose any 2 Exploration Tokens to remove from the stack.

Mission Goal

The Heroes must enter the haunted castle and find Clues to hunt down the ghostly Harionagos that dwell there.

There are three variations for this Mission and the Heroes must choose before the Mission begins which Mission Difficulty they want to embark on (use only the Objective text for the chosen Difficulty level).

Mission Difficulty	Objective
The Witch (Basic)	Find 2 Clues
The Twins (Medium)	Find 2 Clues
The Three Sisters (Hard)	Find 3 Clues

Special Rules

No Gates

No **Gates** can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Death Dwells Here

Whenever any **Room** Map Tile is placed (not Passages), also place **D3+1 Corpse Tokens** in that Room as dead samurai that once besieged the castle (in a checkerboard fashion, as per Enemy set up. If Enemies are placed in the Room as well, they do not start in spaces with a Corpse Token).

No Rest for the Dead

Whenever the ***Hold Back the Darkness*** roll is failed, immediately make a ***Rise Up*** roll for every Corpse Token currently on the same Map Tile as one or more Heroes.

No Loot cards are drawn after any Fight that has 2 or fewer *Dishonored Dead* (and no other Enemies) during the Fight (though Heroes may *still Catch Their Breath*).

Objectives

The Witch (Mission Difficulty - Basic)

While hunting *The Witch*, when the **First Clue** is found, draw **D3 Growing Dread** cards and add them to the stack.

When the **Second Clue** is found, the Heroes have discovered *The Witch's* lair as the Objective Room! Ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic** Threat card Randomly selected from only those that include a *Harionago* Enemy.

The Twins (Mission Difficulty - Medium)

While hunting *The Twins*, when the **First Clue** is found, ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. The Heroes must Fight ***1 Harionago*** (drawing a Trait card for her) as the first Twin. As the weaker of the Twins, this *Harionago* has **-10 Health**.

When the **Second Clue** is found, the Heroes have discovered the lair of the second Twin, as the Objective Room! Ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits. Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic** Threat card Randomly selected from only those that include a *Harionago* Enemy.

The Three Sisters (Mission Difficulty - Hard)

While hunting *The Three Sisters*, when the **First Clue** is found, ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. The Heroes must Fight ***1 Harionago*** (drawing a Trait card for her) as the first of the Sisters. This *Harionago* has **-15 Health**.

When the **Second Clue** is found, the Heroes have discovered the lair of the second Sister! Ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. The Heroes must Fight ***1 Harionago*** (drawing a Trait card for her) as the second of the Sisters. This *Harionago* has **-10 Health**.

When the **Third Clue** is found, the Heroes have discovered the lair of the third and final Sister, as the Objective Room! Ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits. Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic** Threat card Randomly selected from only those that include a *Harionago* Enemy.

Reward

Each Hero gains **50 XP**. If hunting *The Twins*, each Hero may also draw an extra Loot card. If hunting *The Three Sisters*, each Hero may also roll a D6. On the roll of 1-3 draw a **Gear** card, on the roll of 4-6 draw an **Artifact** card.

Failure

Tormented by the lost souls of the castle, each Hero must roll once on the **Madness** table using 3 dice and discarding the lowest single die roll.

Cutthroats and Conquerors

As word of the untamed power held by the black rock spread, pirates, cutthroats, and kings for thousands of miles around began to take interest. Leading raiding parties and even armies across the sea to reach Japan, ruthless conquerors such as Banghi Tamur of the Uzbek Plateau traveled great distances, leaving a trail of death and destruction in his wake to collect some of this 'Dark Stone' for himself!

Myth and Legend

For generations, theater and folklore have told tales of great Heroes and monsters of Myth and Legend. Now creatures walk the land, terrorizing those that once considered them little more than stories to frighten children, while theater performers and entertainers like the great Ji Satome of the Yongu Kabuki troupe find themselves fighting off the demons and spirits that were once only an element of the stage.

Forbidden Fortress Mission 2

THE SORCERER'S LIBRARY

Demons have been attacking the local village for days now, threatening to overrun the warrior monks who have sworn to defend it. This entire area was once protected by a powerful sorcerer, but he was consumed by the Darkness, and his temple fallen to shadow. The monks implore you for help to find the Sorcerer's secret library, hidden within the tainted temple, and bring back a banishment Spell Scroll that will help them to defeat the demons. You're their only hope!

Set Up

This Mission has a **Fixed Map Layout**, as shown in the diagram to the right. The entire board should be constructed during Set Up. There are four open-ended **Objective Doors** on the board; these are the possible locations of the **Sorcerer's Library** Objective Room. Each Room has a random Exploration Token placed on it, face down (as shown in the diagram).

You will also need ***The Library*** Map Tile and the **Number Counters** marked 1, 2, 3, and 4. Mix these Number Counters up and place one face down, without looking, by each of the **Objective Doors**.

The Heroes start on the ***Fortress Entrance*** Map Tile as normal.

Mission Goal

The Heroes must search the fortress to find the secret door that leads to ***The Library***, and retrieve the Spell Scroll. There are four possible Secret Door locations for ***The Library*** Room. These are marked on the map diagram with blue arrows.

Special Rules

Fixed Map

This Mission uses a Fixed Map as shown in the Map diagram to the right. A list of all of the Map Tiles used is provided for easier identification. Map Cards can be used as reference to determine the names of each Map Tile.

Hero Party Marker Moves by Stages

In this Mission, the Hero Party marker is not positioned on the *Fortress Entrance* space of the Depth Track at the start of the game, instead it is placed at the top of the first Stage of the Depth Track. When it is called to do so, move the marker to the top of the next Stage. In this way, the Hero Party marker moves in large chunks, Stage by Stage, rather than incrementally, space by space.

Objectives

Objective Doors

There are four **Objective Doors** on the board, marked by blue arrows on the Map diagram. To search one of these Objective Doors to see if the Secret Door to the Library is there, a Hero may Look Through the Door as for normal Exploration. (Note that if the Objective Door is on a Map Tile with an Exploration Token, any ***Encounters/Attacks*** on that Token must be completed as normal before a Hero may Look Through the Door). When a Hero Looks Through an **Objective Door**, reveal the face down **Number Counter** by that Door.

If it is the number '1', the Heroes have found the Secret Door leading to the Objective Room! Place ***The Library*** Map Tile attached to that Objective Door.

If it is any other number, it is blocked off with an End Cap and roll a D6. On the roll of 1, 2, or 3, the Hero Party marker is moved to the next Stage of the Depth Track.

The Library

Once ***The Library*** has been found and attached to the board, the Heroes have reached the Objective Room and the final Fight! Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** that is guarding the Sorcerer's Library.

Once the **Epic Threat** is defeated, any Hero starting their Activation on *The Library* Map Tile may recover the Spell Scroll.

Escape!

Once the **Epic Threat** is defeated, the Heroes must Escape the Fortress before being consumed by the evil that has awakened! Replace each remaining Exploration Token currently on the board with a Low Threat, positioning the Enemies in that Room as for normal Enemy placement (if only 1 or 2 Heroes, instead Exploration Tokens are only replaced with a Threat on the D6 roll of 1, 2, or 3 each). The remainder of the Adventure is considered one long Fight, and the Enemies will move along the shortest distance to try and reach the Heroes.

The Heroes escape and successfully complete the Mission by having all of the Heroes (except any KO'd) on the Fortress Entrance Map Tile at the end of any turn, with the Spell Scroll. Note that defeating the remaining Enemies is optional, but no Loot cards are drawn for these Enemies.

Reward

Each Hero gains **10 XP** and may draw 2 Loot cards.

Failure

If the Heroes fail the Mission, the local Monks cannot complete the banishment ritual without the Spell Scroll and the village is overrun by demonic forces!

Each Hero takes D3 Corruption Hits and they may not Travel to Town, but must proceed directly on to the next Adventure.

This Fixed Map layout uses the following Map Tiles:

Fortress:

- Fortress Entrance
- Sacred Garden
- A Castle Wall x 2
- A Dojo
- Bath House
- The Kitchen
- Burning Room
- The Audience Chamber
- T-Junction Passage
- Corner Passage
- Mid Passage
- Short Passage
- End Cap x 3

Forbidden Fortress Mission 3

LOST EXPLORER

Sitting in the local tavern, you are approached by a weary looking woman with a beaten down demeanor. She tells you of her master, an explorer of some renown, that has gone missing. It has been seven days since he set off on his journey into darkness and he has not returned. Fearing the worst, the woman is willing to pay dearly for the safe return of her mentor, or at least the knowledge of his ultimate fate.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Fortress Entrance*** Map Tile as normal.

Mission Goal

The Heroes must find 3 Clues to follow the trail of the lost Explorer, discovering evidence of his journey along the way. They must bring the Explorer back alive, or at least determine his ultimate fate.

Special Rules

Trail of Evidence

Each time the Heroes find a **Clue Icon**, they have discovered some hint at the path the Explorer has taken, depending on which Clue has been found.

The First Clue - Gate and Evidence

When the first Clue is found, ignore any Door/Gate Icons on the token. The Room has only a single **Gate** as an Exit. It is clear that the Explorer has passed this way. Roll once on the **Evidence** table below to see what has been left behind.

The Second Clue - Evidence

When the second Clue is found, the Heroes have discovered another hint at the Explorer's journey. Roll once on the **Evidence** table below to see what has been left behind.

D6	Evidence
1-2	**Bloody Trail** - Draw a **Growing Dread** card and add it to the stack. Subtract -1 from the roll on the ***Explorer's Fate*** chart when the Third Clue is found.
3	**Lost Item** - One Random Hero may draw a **Gear** card, dropped by the Explorer during a struggle (if this is the Second Clue, you may draw an **Artifact** card instead). Subtract -1 from the roll on the ***Explorer's Fate*** chart when the Third Clue is found.
4-5	**Travel Marker** - A good sign! All Heroes may Recover a Grit.
6	**Dead Creatures** - All Heroes may draw a Loot card, found at the site of the skirmish. Add +1 to the roll on the ***Explorer's Fate*** chart when the Third Clue is found.

Objectives

The Third Clue - The Explorer is Found

When the third Clue is found, the Heroes have discovered the Objective Room and the location of the Explorer! Ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then roll once on the ***Explorer's Fate*** chart below:

D6	Explorer's Fate
1-2	**Dead Body** - The Heroes find the gruesome remains of the Explorer. Until the end of the Adventure, all Heroes roll one less die on any Skill tests they make (min. of 1) and all Enemies are +2 Damage on their Attacks.
3-4	**Injured Explorer** - The Explorer is alive but seriously injured. No further effect.
5-6	**Alive and Fighting!** - The Heroes find the Explorer alive and fighting for his life! Until the end of the Adventure, all Heroes roll one extra die on any Skill tests they make and at the start of each turn of a Fight, a Random Enemy model takes D6 Wounds, ignoring Defense.

If the final Exploration Token was marked as **Encounter**, the Heroes must draw and resolve 3 Encounters.

If the final Exploration Token was marked as **Attack** or **Ambush Attack**, the Heroes must draw 2 Threat cards for the Fight.

Once all Enemies have been defeated and all Encounters resolved, the Heroes have successfully completed the Mission!

Reward

Each Hero gains **25 XP** and **D6x$100**. If the Explorer was found ***Alive and Fighting!***, each Hero also gains D3 Health, learning valuable lessons about how to survive against the odds.

Failure

Each Hero must discard 1 **Gear** or **Artifact** card, lost on your travels. If a Hero has no **Gear** or **Artifact** card to discard, instead lose 1 Health permanently.

Forbidden Fortress Mission 4

A LIVING WORLD

Stories have begun to spread of a fallen fortress that is home to a stable gateway leading to a strange living world! It is said that this world is full of terrifying wonders and hideous creatures, and that the very ground you walk on is alive.

Some daring explorers have returned with what appears to be living artifacts and lost relics, pulled from the fleshy walls inside the Beast! But there are also tales of nightmare parasites of massive size, that dwell within the living tunnels, feeding on any foolish enough to enter the living world inside the Belly of the Beast!

Set Up

This Mission uses the standard set up and all Heroes start on the ***Fortress Entrance*** Map Tile as normal.

Mission Goal

Find a Gate that leads into the monstrous *Belly of the Beast* and explore the living world within the creature. Once in the ***Belly of the Beast***, the Heroes must find 2 Clue Icons to have explored the beast and successfully completed the Mission.

Special Rules

All Gates Lead to the Belly of the Beast

All Gates in this Adventure lead to the ***Belly of the Beast***, even Gates found in the Belly of the Beast (they lead to a different part of the living world).

Fortress Clues add a Gate

Any **Clue Icon** the Heroes find in the Forbidden Fortress, automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Objectives

The Second Clue in the Beast

When the Heroes find the second **Clue Icon** in the ***Belly of the Beast***, they have reached the Objective for exploring this OtherWorld. Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**. Remember, that any time a normal Threat card (Low, Med, or High) would be drawn in an OtherWorld, an ***OtherWorld Threat*** card is drawn instead. Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero gains **25 XP** and recovers enough trinkets and lost relics that they can sell for **D6x$100**.

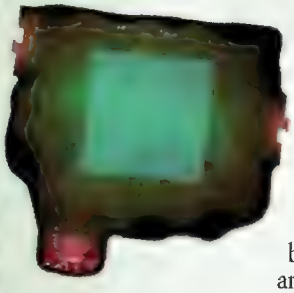
Failure

Lost in the twisting, fleshy caverns of the Beast, you are burned by acid and bile fighting your way back out! Each Hero takes 2 **Bleeding** markers that may not be removed until during the next Adventure.

Forbidden Fortress Mission 5

DEVOURED BY THE BEAST

Stumbling into the wrong area of the Beast, you find yourselves standing on a massive sphincter! Just as the horrible realization strikes your mind, it opens beneath your feet and you tumble down, down, down, splashing into a shallow pool of acidic bile deep below!



Set Up

This Mission starts on the **Belly of the Beast** *Digestive Pit* Map Tile, with 2 open Doorways, one on either side, and an End Cap blocking the bottom Exit. The 4x4 space area at the center of this Map Tile (shown here) is the **Starting Area**. The Heroes may be placed starting the Adventure anywhere in the **Starting Area**.

No Exploration Token is placed on this starting Map Tile. Remove the ***Digestive Pit*** Map Card from the **Belly of the Beast Map Deck**.

Mission Goal

The Heroes have been swallowed into a secondary stomach of the Beast! They must search the creature's intestines for 2 Clues to find **Bile Stones** that they can bring back to the ***Digestive Pit*** and dissolve, expelling gasses that will force the Beast to open it's stomach and allow them to escape!

Special Rules

No Gates

No **Gates** can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

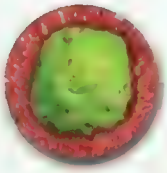
Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Hard to Hold Back the Darkness

The **Hold Back the Darkness** roll needs to be one higher than normal to succeed each turn.

Digestive Acid Blobs



The digestive Acid Blobs within the Beast's stomach have been awakened and are bubbling to the surface to devour the Heroes!

Any time the ***Hold Back the Darkness*** roll is failed, place 1 **Acid Blob** Enemy in the space of the **Starting Area** (on the *Digestive Pit* Map Tile) closest to a Hero.

Whenever any Acid Blob is killed, the Hero that killed it must draw D3 **Scavenge** cards to see what spills out of the digestive slime (no Scavenged marker is placed for this).

For this Mission, **Acid Blob** Enemies alone do not constitute a Fight; they are always active.

When Acid Blobs are defeated, no **Loot** card is drawn and no ***Catch Your Breath*** roll is made. Heroes may even still Explore while Acid Blobs are the only Enemies on the board. 'Once per Fight' abilities and Items may be used 'Once per Turn' instead while Acid Blobs are the only Enemies on the board.

Other non-Acid Blob Enemies that appear are still treated as normal Fights (note that Corpse Tokens do not roll to *Rise Up* if only Acid Blobs are on the same Map Tile). If the last non-Acid Blob Enemy is killed while there are still Acid Blobs on the board, finish out the rest of the turn before drawing Loot and rolling to *Catch Your Breath*.

May Not Flee

Once the Adventure begins, the Heroes may not Flee; they are trapped, and must see the Mission through to the end.

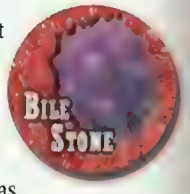
Objectives

The First Clue Found in Each Direction

The first Clue Icon that the Heroes find in each direction leading away from the *Digestive Pit* Map Tile is the location of a caustic **Bile Stone**!

Ignore any Door/Gate Icons on the Exploration Token, as this area is an enclosed chamber of the stomach. Place a **Bile Stone** marker in the back, left most space of the Map Tile (like Enemy placement). Then resolve any Encounters or Attacks on this Exploration Token as normal.

Bile Stones



Bile Stone markers do not block movement or Line of Sight. Any Hero entering a space with a **Bile Stone** marker may pick it up for free. If a Hero with a **Bile Stone** marker is KO'd (or wishes to drop it), place the marker in the Hero's space. **Bile Stone** markers may be exchanged between nearby Heroes just as though they were Items.

To successfully complete the Mission and escape the stomach, the Heroes must have both **Bile Stones** on the *Digestive Pit* Map Tile, and no Enemies on the board (other than **Acid Blobs**).

Reward

Each Hero gains **50 XP** and rolls a D6. On the roll of 3+, draw a ***Belly of the Beast Artifact***.

Failure

If the Mission is failed, each Hero must roll a D6 for each Gear and Artifact card they have (not Starting Items). On the roll of 1, it is dissolved by the acid of the stomach (discard).

Forbidden Fortress Mission 6

IF IT BLEEDS...

Writhing their way through a tear in the fabric of space and time, the massive tendrils of an interdimensional beast have burst into our world! Smashing and devouring everything they come into contact with! The gaping maws of the creature are toothy doorways into its unfathomably enormous body. To attack this beast from the outside would be useless. Only by venturing inside the creature can you hope to find some of its more sensitive areas and attack them, hopefully forcing it to withdraw back into its own dimension.

Set Up

This Mission starts on the ***Belly of the Beast*** side of the ***Entrance*** Map Tile, leading directly to a ***T-Junction Passage*** Map Tile. All Heroes start on this ***Entrance*** Map Tile, as normal, and no **Passage Encounter** card is drawn for this ***T-Junction Passage***.

Remove a **T-Junction Passage** Map Card from the **Belly of the Beast Map Deck**. Note that the Hero Party marker is not moved forward a step on the Depth Track for this ***T-Junction Passage***.

Mission Goal

The Heroes must search for **2 Clues** to find the **2 Organs** that control this section of the Beast! Once located, the Heroes must destroy each of these Organs to kill the creature's massive appendage that is bursting into their reality, before the entire area is consumed by the Beast's ravenous appetite!

Special Rules

No Gates

There are no **Gates** to escape through in this Mission. Any time a **Gate** would be placed, it is simply a normal Doorway instead.

Hard to Hold Back the Darkness

The ***Hold Back the Darkness*** roll needs to be <u>one higher</u> than normal to succeed each turn.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

"I Think it's Angry!"

This section of the Beast is twisting and writhing as the creature consumes all it comes into contact with! Pustules burst and gouts of acidic mucous spray out of the walls! Any time the ***Hold Back the Darkness*** roll is failed, every Hero must immediately pass an **Agility 5+** test, or gain a **Bleeding** marker.

Objectives

Finding an Organ

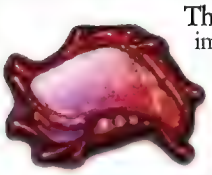
Each time the Heroes find a Clue Icon, they have discovered one of the **Organs** that controls this section of the Beast. Roll a D6 to determine which Organ has been found (Re-rolling if that Organ has already been found):

1-2 Thymux Gland
3-4 Bile Sack
5-6 Ichor Pump

Ignore any Doors listed on the Exploration Token and place an Organ marker covering a 2x3 space area at the back, left-most spaces of the Map Tile, similar to Enemy placement (this Organ marker may overhang off the edge of the board if need be). Organs block movement, but not Line of Sight.

Encounters and Attacks on the Exploration Token are resolved as normal.

Each Type of Organ has a different special effect once placed on the board, as well as when it is Destroyed:



Thymux Gland - This Organ controls the immune response inside the Beast! When placed, also add Acid Blobs to the board. While on the board, all Enemies are +1 Damage on all of their Attacks. Once Destroyed, all Enemies are -1 Defense.

Bile Sack - Any time a Hero adds one or more counters to this Organ, they must pass an **Agility 5+** test or gain a **Bleeding** marker. While on the board, all normal spaces on the Depth Track count as ***Blood Spatter*** spaces. When Destroyed, the Bile Sack explodes, pouring out gore and objects it was trying to digest. Each Hero may draw 3 Loot cards.

Ichor Pump - When placed, immediately draw an extra Exploration Token for this Room, resolving it in addition to the normal Exploration Token (ignore any Clue Icon on that Token). While on the board, whenever the Hold Back the Darkness roll is failed, roll a D6 and trigger the corresponding Depth Event. Once Destroyed, the Beast loses all sphincter control. All Exits on Map Tiles that do not contain an Organ now automatically count as Open Doorways.

Destroying an Organ

Any Hero adjacent to an Organ may give up their Attack for the turn (even when not in a Fight) to **choose** any one of their Skills (*Lore, Cunning,* etc.) and make a '**Skill' 6+** test to find a way to damage the Organ (it can be fun to announce how your Hero is using their chosen skill to work on the Organ). For <u>each</u> 6+ rolled, place a marker on the Organ and gain **10XP**. To Destroy an Organ, the Heroes must collectively place a number of these markers on it equal to:

The Hero Party Level +1 per Hero

Once an Organ has enough markers on it, it will be Destroyed and removed from the board. When the Heroes have found and Destroyed 2 Organs, the Mission is successfully completed.

Reward

Each Hero may draw 3 Loot cards and choose 2 of them to keep (discard the other). Shuffle the Loot Deck before each Hero's draw.

Failure

Burned by the acids of the Beast, every Hero must start the next Adventure with D3 **Bleeding** markers each. Also, the Heroes may not visit a Feudal Village, but instead must proceed directly on to the next Adventure.

East vs West

Once the portals to other worlds began tearing open across Japan, strange folk started showing up. Westerners with fancy firearms and even fancier clothes set up shop in an area ravaged by demons. Some came to trade, some looking for Dark Stone, and some just to rob anything of value. One such Outlaw was Jonas Ryan and the Quinn Gang. He quickly made a name for himself dueling Samurai with his six shooter and a smile.

Armageddon

With a stable gateway to the American West of the 1880s, and an enterprising spirit, a small Frontier Town sprang up nearly overnight. Called Armageddon, this new town teemed with Western folk looking for new opportunities. Notorious madam Affection Eve went so far as to construct a river boat gambling hall, 'Eve of Armageddon', complete with gatling guns on the rooftop to ward off demons and dragons.

A Taste for Gold

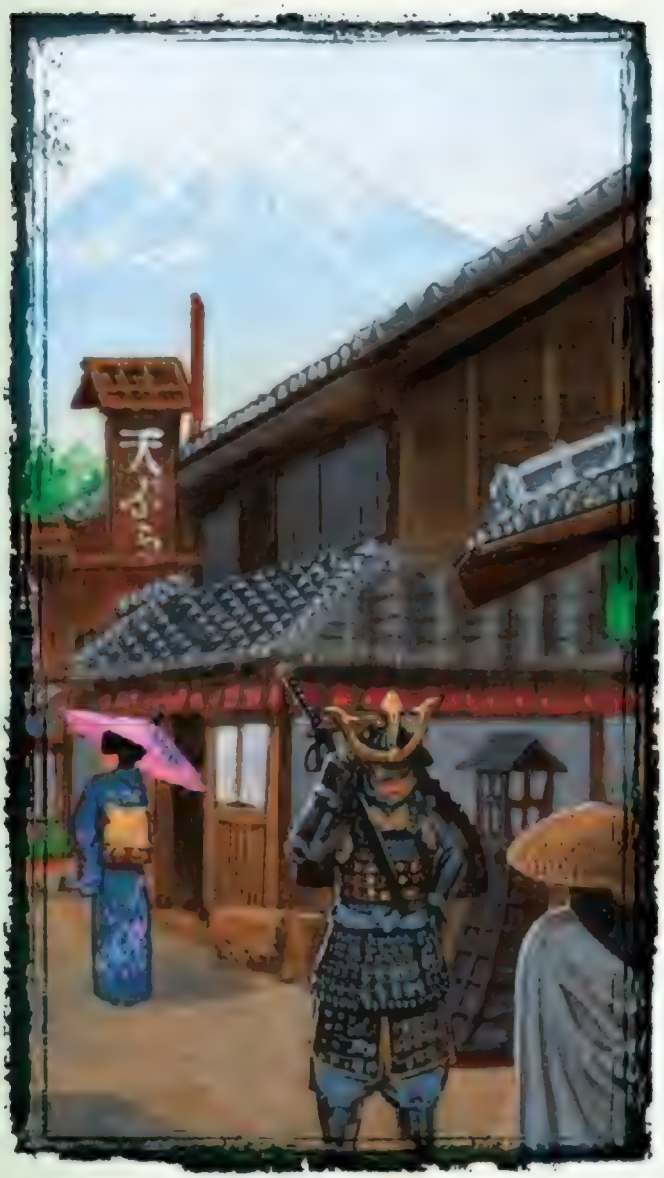
Following rumors of untold riches and the magical black rock, Spanish Conquistadors like Diego Tomas Rodriquez Gonzales set sail for the Far East. Making landfall on a small island, off the coast of Japan, they discovered a stable gateway to a murky swamp world...Jargono! Establishing Spanish Forts on both sides of the portal, the Conquistadors fended off countless attacks from the native Serpentmen while collecting Dark Stone and Gold to send back to Spain.

The Royal Navy

Master of the Black Fleet and captain of the HMS Wade, Royal Navy Admiral Shannon was dispatched to Japan by the Crown to represent the Queen's interests in trading for the mysterious black rock. After dropping anchor off the coast, they immediately found themselves under siege by demons and unwelcoming Samurai alike. "If they will not trade with us, we shall take our share by force if necessary."

TRAVELING TO TOWN

When keeping your Heroes from game to game in a campaign, it is important to be able to resupply and get pesky Injuries, Madness, or Mutations Healed. To do this, Heroes can Travel across the countryside to reach a Feudal Village. Traveling in the shadow of the Sacred Mountain can be a dangerous prospect, even for the most hearty of Heroes, so beware.



Resetting Heroes for Travel and Town

As noted in the *Campaign Play* section of the Rule Book on page 36, there are a series of steps the Heroes go through at the End of Each Adventure. This represents the Heroes regrouping outside the Fortress.

> As noted, every Hero is reset to full Health, full Sanity, and 1 Grit before Traveling and visiting Town.

Mission Success or Failure

The success or failure of the previous Mission can have an impact on your Traveling or the Feudal Village you visit, as noted in the individual Mission just played. Oftentimes, failing a Mission will lead to one or more Locations in Town being Destroyed by the Darkness that you let Escape from the nearby Fortress.

Preparing to Travel

Once the Heroes are ready to Travel, every Hero in the Party must roll a D6.

> A Hero that rolls a 1 or 2 on the die adds a Travel Hazard to the journey.

Rolling for Travel Hazards

Once you have established how many Travel Hazards there will be, each Hero that added a Hazard to the trip must roll once on the Travel Hazard Chart. This can be done in any order, but each Travel Hazard roll must be completed before the next roll on the chart is made.

Note that Travel Hazards usually affect the whole group, but on occasion, they will specifically affect the Hero that triggered the Hazard/rolled the result on the chart.

The **Travel Hazard Chart** can be found at the back of this book, on page 56.

To roll on the chart, a Hero rolls 3D6 and adds them together. The result (between 3 and 18) is then consulted on the chart to see what the Heroes have encountered in their Travels.

Completing Your Travels

Once all of the Travel Hazards are rolled for and resolved (and there may not have been any at all, if none of the Heroes rolled a 1 or 2 on their Travel die), the Heroes have reached their destination. Arriving at a Feudal Village, the Heroes may now interact with that Town, as described below.

Horses and the Horse Cart

One thing that Heroes can buy while in Town is a specialty **Transport**, in the form of a ***Horse*** or a ***Horse Cart***. It is assumed that every Hero has a basic Horse that lets them Travel between a Fortress and town, and is left outside when delving deep into a Fortress for an Adventure. This basic Horse does not give any bonuses and cannot be Upgraded in any way. Buying a specialized Horse or a Horse Cart for the Party gives you bonuses for Traveling. These can be found at the ***Swordsmith*** in Town.

As the ***Horse Cart*** is an Item used by the whole Party, it is limited to *One per Hero Party*, as noted in its store entry. It is still purchased by a single Hero and they are considered the owner of it (or driver). The Heroes may pool their Gold, of course, to help pay for it though, as it is an expensive purchase.

VISITING A FEUDAL VILLAGE

Once the Heroes have completed their Traveling, they reach a Feudal Village in which to buy supplies and equipment, as well as to try to Heal Injuries or Madness, or even get Corruption and Mutations removed. Of course, just because you are in a Town, it does not mean you are safe. This is Feudal Japan after all, and there are always raging battles and dark forces at play.

THE TOWN BOARD

The Town is represented by a small board that shows the various **Locations** you can visit as well as the **Inn** or **Camp Site** you will be staying at. It also has a **Town Event Track** to show how long the Heroes have been in Town since the last Event occurred.

Setting up the Town Board

The Town Board is printed on the back side of the Depth Event Chart and should be laid out at the center of the table where all Players can reach it. Place the Hero Party marker on the ' 1 ' space of the **Town Event Track**.

The Town Event Track

At the end of each Day in Town, the Heroes will have to make a single roll to see if a **Town Event** has occurred. These are usually fairly bad things and best to be avoided. The more Days that have passed since the last Town Event, the more likely it is that one will happen, so staying in Town for too long can get a bit risky. Rolling for Town Events and the Town Event Chart can be found on the large Feudal Village reference sheet.

Ninja Clans

Operating in secret, the deadly assassins of the Ninja Clans are masters of stealth, sabotage, and death! When the demons came and the creatures began to attack, several clans saw it as an opportunity to gain power and influence, aligning themselves with various aspects of the Darkness. These fallen ninja became known as the Shadow Clans.

Town Locations

There are 6 Locations that the Heroes can visit while in Town - the ***House of Healing***, ***Swordsmith***, ***Tavern***, ***Guard House***, ***Shrine***, and ***Village Market***. Each Location has Items that you can purchase as well as a unique Event Chart and specialty services. They are also each represented by a large, double-sided reference sheet that can be passed around the table as Heroes visit the different Locations.

Random Town Locations

Sometimes determining a **Random Town Location** will be required. When this happens, simply roll a D6 and consult the numbers in the bottom corner of each of the Location spaces on the Town Board. Note that the Inn and Camp Site are not numbered and will never be selected Randomly like this.

Destroyed Town Locations

Sometimes one or more Town Locations will be **Destroyed**. When this happens, place a marker on that Location to show that Heroes may not visit it for the rest of this Town Stay.

A DAY IN TOWN

The Inn and the Camp Site

At the start of each Day in Town, each Hero must decide if they want to stay at the **Inn** for the cost of $10, or if they would rather stay at the soldier's **Camp Site** for Free. Players should place their Hero on the Town Board in either the Inn or Camp Site space.

Though the Camp Site does not cost Gold to stay at, it can be a little rough. Any Hero staying at the **Camp Site** must roll 2D6 on the **Camp Site Hazard Chart** to see if anything happens. This Chart can be found on the large Feudal Village reference sheet. Heroes staying at the Inn simply pay their $10 for the Day.

Visiting a Town Location

Each Hero is allowed to visit one Town Location a Day. All of the Heroes should move their figure to the Location space on the Town Map that they wish to visit for the Day.

Location Event Charts

Once all of the Heroes are at the Location they have chosen for the Day, each Hero must roll 2D6 on the Location Event Chart for the Location they are visiting. These charts can be found on the individual large reference sheets for the different Locations.

Very often a Location Event Chart result will affect all of the Heroes at that Location for the Day.

Buying Equipment and Services

Once all of the Location Events have been rolled for and resolved, Heroes may purchase Items and pay for special services at the Location they are visiting.

The cost for each Item or service is listed on the Location's reference sheet. When a Hero spends Gold to pay for an Item or service, the amount is deducted from that Hero's Gold total (just like in real life). Gold can sometimes be hard to come by though, so spend it wisely (again, just like in real life).

Selling Dark Stone

Dark Stone may also be sold, but only to the Guard House Vault located at the ***Guard House*** Location, or to the Street Vendors at the ***Village Market*** Location. Details for this can be found on each particular Location's reference sheet.

Selling Items

While in Town, a Hero may elect to sell any Item card they have for the amount of Gold listed in the bottom right corner of the card. Discard the card and add the Gold value to your Hero. This can be done at any time, regardless of where in Town you are.

Items purchased in Town may also be sold later for 50% of the value you paid to get the Item. Services, of course, may not be sold as they were a one time event that you paid for.

Hero Starting Gear

Heroes may NOT trade or give their Starting Items to other Heroes, and may NOT choose to sell their Starting Items in Town.

When called on to discard an Item (by an event or Travel Hazard, for instance), a Hero may NOT choose to discard a Starting Item (though a Starting Item MAY be lost when discarding a 'Random Item').

A Starting Item MAY be discarded voluntarily, to make room for carrying other Items.

Because Starting Gear cards are a fundamental part of every Hero Class, if a Hero's Starting Item has been lost/discarded, they MAY purchase a replacement of it in Town, at any time (no specific Location is required), for the Gold Value listed on that Item. If there is no Gold Value listed, the Hero may acquire a replacement for free.

FORGING DARK STONE

One of the special services provided at the *Swordsmith* Location (as well as a few other Locations) in Town is to **Forge** Dark Stone into powerful Items, or Upgrades that can be attached to an Item to improve its abilities.

To have your Dark Stone Forged into an Item or an Upgrade, you simply pick the entry you would like to get and pay the costs shown in both Gold and Dark Stone.

Forging Upgrades

Dark Stone **Forged** Upgrades work just like Upgrade cards found on an Adventure (as described in the Rulebook on page 21), with one notable exception - Forged Upgrades are permanently attached to an Item and cannot be removed or sold separately from that Item.

The amount of Upgrade Slots that a Forged Upgrade requires is listed on each entry as well as if it adds one or more Dark Stone Icons to the Item. Forging several Upgrades onto an Item can greatly improve that Item, but can also make it a little dangerous. At the end of a game, when rolling for Dark Stone Corruption, a Hero must roll for EACH Dark Stone Icon on the Items they are carrying. This means the more you enhance an Item with Dark Stone, the more Corruption it will cause you over time.

END OF THE DAY

Once all of the Heroes have finished their Location visit, the Day ends and the Heroes must roll to see if a Town Event occurs. If it does, the Town Event must be resolved and affects all Heroes in Town. If not, then the Day ends quietly with a nice sunset over the mountains.

Then, a new Day begins and the process is repeated.

Leaving Town

Any Heroes that do not want to spend any more time in Town may elect to **Leave Town** at the end of a Day, after the Town Event is rolled for and resolved. Once a Hero Leaves Town, they may not return until after the next Adventure, but are no longer affected by any Town Events that may occur.

New Techniques

Having pioneered the forging of Dark Stone as a Blacksmith in the Old West, Leo Blake couldn't resist the golden opportunity to travel back in time to learn new techniques from the master sword makers of Feudal Japan. As a Dark Stone artisan, his knowledge of the black rock was second to none. That combined with new skills learned in folding steel and constructing armor, allowed him to forge some of the greatest items known to man.

The Nobuhara Clan

Once an honorable Samurai house, the Nobuhara Clan are now viewed as 'traitors' for joining forces with the Demons that pillage the countryside! When their Daimyo was killed in battle, the rest of the Clan was thrown into turmoil without a proper successor! Looking for new leadership, they began to worship Akuma Oki, an Oni Warlord that terrorized the region! Now the Oni lead the clan, enslaving local villagers to do their bidding!

Port Prosper

Though most Western sailors were met with hostility by the Samurai Warlords of Japan, the Dutch were allowed to set up a trade port on the coastline. Known as Port Prosper, the unsavory town has gained renown over the years as a haven for pirates, cutthroats, and mercenaries, willing to sell their services for gold. Pirates like Johan Mitchell have made their fortunes stealing shipments of Dark Stone on the high seas

HERO CLASSES AND LEVELING UP

There are several different Hero Classes that players can choose from in Shadows of Brimstone, each with their own style of play and unique feel. Keeping your Hero from game to game allows them to progress in Hero Level, gaining new abilities and collecting all manner of Gear and Artifacts along the way to help in their Adventures against tougher and tougher Enemies.

XP AND HERO LEVELS

Once your Hero has collected enough XP, you can spend it to go up to the next Hero Level. This will usually grant you more Health/Sanity, Skill boosts, and even a new Ability unique to your Hero Class.

Spending XP to Level Up

The amount of XP required to 'Level Up' to the next Hero Level is shown on the chart below.

Hero Level	XP Cost
1	Start
1 → 2	500
2 → 3	1,000
3 → 4	2,000
4 → 5	3,000
5 → 6	4,500
6 → 7	6,000
7 → 8	8,000

It is important to note that XP is actually spent to Level Up, removing the XP from your Hero's XP total.

Mark Down Your New Level

Once you have spent the required XP to Level Up, make a note of your new Hero Level to keep track of where you are.

Hero Level Cap

Heroes max out at Level 8. Though you can continue to acquire XP and keep Adventuring, you may not Level Up beyond Hero Level 8 (at least not yet).

Leveling Up Mid-Game

As soon as a Hero has enough XP, they may spend that XP to Level Up. This may even be done during an Adventure! A Hero may Level Up at the **start of a Game Turn** by spending the appropriate amount of XP. That Hero immediately Fully Heals their Health and Sanity, and Recovers 1 Grit. They may then immediately gain the benefits of Leveling Up as noted below

A Hero that has enough XP to Level Up MUST do so before the next Adventure begins.

Roll for Free Upgrade Bonus

Each Hero Class has a free ***Upgrade Bonus*** Chart. Whenever your Hero Levels Up, you get to roll 2D6 on the Chart to determine your random bonus. This is in addition to choosing a new Ability for your Hero.

Choosing an Upgrade Chart Ability

Every Hero Class also has an **Upgrade Chart** that acts as a skill tree of new abilities, unique to your Hero Class. Each time you Level Up, you may choose one new Ability from your Upgrade Chart.

The chart has four different vertical Tracks that run top to bottom and are themed for a particular aspect of that Hero Class. When choosing a new Ability, you may pick from any of the four Tracks, but you must take the first Ability in that Track that you do not already have. In other words, you must have the first tier Ability in a Track before you can take the second tier ability below it, etc. Note that as the Hero Level cap is 8, a Hero will not be able to get the fourth tier ability in more than one of the different Tracks, so choose wisely as you Level Up.

HERO PARTY LEVEL

Just like each individual Hero has a Hero Level, the group as a whole has a **Hero Party Level**. The Hero Party Level is equal to the highest Level Hero currently in the group, so a group with a Level 2 Hero, two Level 3 Heroes, and a Level 4 Hero would be Hero Party Level 4.

The Hero Party Level is set at the start of each Adventure and allows for different Heroes to come and go from the group from game to game. Once an Adventure starts, the Hero Party Level does NOT change, even if one or more Heroes Level Up mid-game.

Tougher Monsters

As the Heroes go up in Level, the Enemies that you fight will also naturally get more difficult. All of the Enemies in an Adventure get a Bonus based on the Hero Party Level at the start of that Adventure as follows:

Party Level	Enemy Bonus
1	No Bonus
2	No Bonus
3	1 Elite Ability
4	2 Elite Abilities
5	Brutal Side of Enemies
6	Brutal Side of Enemies
7	Brutal + 1 Elite Ability
8	Brutal + 2 Elite Abilities

Remember also that Elite Enemies are +5XP for each Elite Ability they have. Brutal Enemies are worth more XP as listed on their sheet.

SAMURAI WARRIOR

Perhaps one of the most iconic figures in history, synonymous with Feudal Japan, is the honorable and determined Samurai Warrior. Dressed for battle in full armor, brightly colored to match their Clan, and equipped with a finely crafted and razor-edged Katana, sword of the Samurai, these warriors form the fighting force of every feudal house.

Playing a Samurai Warrior

A stalwart fighter, the Samurai Warrior is fully equipped with weapons and armor straight out of the gate, ready for battle. Channeling his Fury as he fights, the Samurai builds up to unleash powerful Battle Tactics themed for fighting in rank and formation on the feudal fields of war.

Starting Upgrade Choices

Samurai Warrior Starting Upgrades focus on enhancing your Fury potential, boosting your Armor, and focusing your Grit into more Damage.

Determination

For Samurai Warriors that are focused on high cost Battle Tactics, Determination can be key. It not only gives you a bonus to your Max Fury, but also helps to generate that Fury even when Enemies are getting their hits in. When a Samurai Warrior is determined, you don't want to make him mad.

Wall of Steel

The Samurai Warrior is the most heavily armored Hero around, and with the Wall of Steel ability, even more so! Getting frequent Re-rolls on Armor saves at crucial times can mean the difference between life and death, allowing the Samurai to wade into hordes of Enemies with confidence that his Armor will protect him.

Rising Sun

Sometimes you need that little bit of extra punch to get through an Enemy's high Defense or to finish off a stubborn creature. Rising Sun gives you that power by channeling your Grit into damage. It also has extra Grit generating potential as when the Darkness grows in strength, your warrior rises to meet the challenge!

Leveling Up a Samurai Warrior

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. Note that as this is a roll on a Chart, Grit may NOT be used for this roll. You may also choose one new Ability from the Samurai Warrior Upgrade Chart on the next page.

2D6 Roll	Upgrade Bonus
2	**Honorable Vendetta** - Choose an Enemy Keyword (*Demon, Undead,* etc). From now on, any time you collect XP from those Enemies, collect an extra +10 XP.
3	**+1 Max Fury**
4	**+1 Move**
5	**+1 Strength or +1 Agility.** Also, gain +D6 Health/Sanity (any mix)
6	**+1 Cunning or +1 Spirit.** Also, gain +D6 Health/Sanity (any mix)
7	**+D6 Health and +D6 Sanity**
8	**+1 Lore or +1 Luck.** Also, gain +D6 Health/Sanity (any mix)
9	**+2 Side Bag Token Capacity.** Also, gain +D6 Health/Sanity (any mix)
10	**+1 Max Grit**
11	**+1 Initiative**
12	**+2 Corruption Resistance**

Samurai Warrior Upgrade Chart

Battle Tactics	Fury	Way of the Warrior	Honor
Battle Tested New *Warrior* Samurai Battle Tactic **+1 Luck**	**Growing Rage** Once per Adventure, gain 1 Fury for every 2 Wounds you currently have on you. While at half Health or less, you are +1 Combat.	**Defense Discipline** Once per Fight, you may add +1 to all of your Armor rolls just rolled. **+1 Max Grit**	**Leadership** At the start of each turn, choose any one Hero or Ally to Heal 1 Wound or 1 Sanity Damage. **+1 Lore**
Warrior's Training New *Warrior* Samurai Battle Tactic **+1 Max Grit**	**Shout at the Darkness** Once per turn, spend 3 Fury to cancel a Darkness card on the D6 roll of 3+. **+1 Max Fury**	**Attack Discipline** All Keyword Strike Battle Tactics cost you 1 less Fury to activate (min 1). **+1 Initiative**	**Toe to Toe** Once per Adventure, use 1 Grit to gain +2 Combat for each Large or bigger Enemy adjacent to you (limit +6). **+1 Strength**
Unrelenting Resolve New *Warrior* Samurai Battle Tactic **+1 Initiative**	**Furious Speed** Once per turn, at the start of a turn, spend any number of Fury to gain +1 Initiative each. **+1 Max Grit** and **+1 Max Fury**	**Movement Discipline** Whenever you roll a 1 for Move, you may also gain D3 Fury. **+1 Move**	**Stalwart** For each Clothing Item you have Equipped, you are +1 Health and +1 Sanity (max +5 each). **+1 Corruption Resistance**
Lord of War Melee To Hit 3+	**Fury Unleashed** Once per Fight, you may spend any number of Fury to add +1 Damage each to one of your Combat Hits. **+1 Max Fury**	**Precise Strikes** Your *Melee To Hit* rolls of 1 may be assigned to targets as though they were Hits, doing D3 Wounds each, ignoring Defense. **+1 Strength**	**Battle Formation** You are +1 Combat for each other Hero or Ally adjacent to you (max +2). **+1 Cunning**

ASSASSIN

Infamous for their stealth and deadly skills, the Ninja Assassins of Feudal Japan were not honorable warriors with social standing like the Samurai, or traveling protectors like the Yamabushi Monks. They were outlaws and killers, operating on their own code of ethics. Masters of martial arts and an array of exotic weaponry, the Ninja could complete their deadly missions of sabotage, espionage, and death, and be gone without leaving a trace!

Playing an Assassin

The Ninja Assassin is the most deadly fighter in the game, but they are also the most fragile. Masters of movement and stealth, they have the ability to freely traverse the board, getting into the best position to strike, and cutting down their targets with ruthless efficiency. Just don't let yourself get cornered.

Starting Upgrade Choices

Assassin Starting Upgrades focus on Movement, extra Damage output, and blocking Hits.

Smoke Bomb

Dropping a Smoke Bomb and disappearing into the cloud, only to reappear elsewhere, lets you get the drop on Enemy's that would otherwise be out of reach. It also allows you to take advantage of the element of surprise on Enemies that thought they were safe, not to mention the extra movement potential.

Running Assault

For an Assassin, speed can mean all the difference in reaching your target or getting out of harms way. Running Assault gives you an extra speed boost, but also lets you take full advantage of your deadly Shuriken, getting to throw them twice as often during a Fight.

Ruthless

The Ruthless Assassin finds solace in the art of death, healing Sanity as she kills. She also trades in her Ninjato sword for a deadly Pair of Sai, both boosting her Combat output, favoring more Hits over a higher chance of Critical Hits, as well as gaining some much needed defensive capability.

Leveling Up an Assassin

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. Note that as this is a roll on a Chart, Grit may NOT be used for this roll. You may also choose one new Ability from the Assassin Upgrade Chart on the next page.

2D6 Roll	Upgrade Bonus
2	**Assassination Target** - Once per Adventure, choose an Enemy model at the start of a Fight. If you kill that model, gain double the XP for the killing Hit. If you have this multiple times, must choose different models for each.
3	**+1 Initiative**
4	**+1 Move**
5	**+1 Strength or +1 Agility.** Also, gain +D6 Health/Sanity (any mix)
6	**+1 Cunning or +1 Spirit.** Also, gain +D6 Sanity
7	**+2 Health and +2 Sanity**
8	**+1 Luck or +1 Lore.** Also, gain +D6 Sanity
9	**+ Health**
10	**+1 Max Grit**
11	**+1 Initiative**
12	**+2 Corruption Resistance**

Assassin Upgrade Chart

Shadow	Acrobatics	Ninja	Trickery
From the Shadows When assigning any Hit to a Target on the other side of a Barrier from you, that Hit is +1 Damage. **+1 Cunning**	**Acrobatic Strike** Once per turn, when you move through an Enemy's space, that Enemy takes 1 Wound, ignoring Defense, on the D6 roll of 4, 5, or 6. **+1 Move**	**Deadly Accuracy** Once per Fight, when you roll a Critical Hit on a *To Hit* roll, you may turn one of your other normal Hits for that Attack into a Critical Hit as well.	**Distraction** Gain 2 *Flash Powder* Side Bag Tokens at the start of each Adventure. **+2 Side Bag Capacity**
Find the Weak Spot Once per turn, you may ignore the *Tough* or *Endurance* Abilities of an Enemy for a single Hit. **+2 Health**	**Wall Run** You may roll 2 dice for Move each turn and choose which to use. **+1 Move**	**Clan Veteran** You may now use your *Ninja Clan's* Ability a second time during each Adventure. **+1 Spirit**	**Mini-Bombs** Gain 1 *Bomb* Side Bag Token at the start of each Adventure. Once per Fight, you may throw an Explosive (such as a *Bomb*) as a Free Attack.
Shadow Dodge Once per turn, you may Bounce yourself once (like a Bomb) in place of a Defense roll (even after rolled or if Defense would be ignored). If moved to a different space, that Defense is successful. If not moved, take Damage as normal.	**Dance of Death** For every 4 spaces you moved (may not count the same space twice), gain +1 Combat on a Melee Attack this turn. When used, your Combat Hits must be assigned to targets not adjacent to you at the start of your Activation.	**Light on Your Feet** **+1 Initiative** and **+1 Agility** and **+1 Move**	**Chop Chop** While you have 2 or 1 Hand Weapon Equipped, you gain +1 Combat.
Living Shadow Models with a lower Initiative than you are -1 on their *To Hit* rolls targeting you. **+1 Initiative**	**Move like the Wind** You always count as having a Cover 5+ save.	**Deep Slice** Once per turn, you may add a Bleeding Marker to a Target that you assigned a *Melee* Critical Hit to. **+1 Strength**	**Only a Ninja Can Kill a Ninja** You start every Adventure with a *Revive Token*, usable only by you. Gain 25 XP any time you use it. **+1 Spirit**

TRAVELING MONK

The Yamabushi monks were an order of devout warriors dedicated to protecting others and fighting all manner of supernatural threats. Trained from birth in the ways of martial arts and the ability to channel their Ki life energy, the Yamabushi lived in sacred temples, high in the mountains. When the Dragon King Sho Riu returned, he destroyed the temples and wiped out the Yamabushi. Now scattered, the few survivors travel the roads, training a new generation and searching for heroes to join the fight to stop the spreading Darkness.

Playing a Traveling Monk

The Traveling Monk is both a healer and a strong fighter. Trained to do battle with demons and mythological monsters, they use the power of their Ki to enhance their attacks and to bolster their healing capabilities. They also have a Sacred Bell that can be rung to protect the Heroes from incoming damage!

Starting Upgrade Choices

Traveling Monk Starting Upgrades focus on movement, martial arts, and generating Ki energy.

Acrobatic Flip

Trained not only in martial arts, but also in acrobatics and agility, the Monk can make himself extra difficult to hit and may channel his Ki energy into his movement. This has the extra advantage of being able to flip over intervening obstacles and models along the way when used.

Fists of Fury

For those Monks that focus on their martial arts training, Fists of Fury allows them to unleash a powerful flurry of blows, striking out against every Enemy nearby, or unleashing the attack on one large foe.

Defender of the Light

Boosting their Max Ki, Monks that choose to be a Defender of the Light are masters of channeling their life energy and gain strength of spirit as the Darkness grows ever stronger.

Leveling Up a Traveling Monk

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. Note that as this is a roll on a Chart, Grit may NOT be used for this roll. You may also choose one new Ability from the Traveling Monk Upgrade Chart on the next page.

2D6 Roll	Upgrade Bonus
2	**Sacred Vow** - Choose an Enemy Keyword (*Demon, Undead*, etc). From now on, any time you kill an Enemy with that Keyword, collect an extra +10 XP and Heal 1 Wound (or +20 XP and Heal D3 Wounds if Large Size or bigger).
3	**+1 Initiative**
4	**+1 Move**
5	**+1 Strength or +1 Agility.** Also, gain +D6 Health/Sanity (any mix)
6	**+1 Cunning or +1 Lore.** Also, gain +D6 Health
7	**+D6 Health and +D6 Sanity**
8	**+1 Lore or +1 Luck.** Also, gain +D6 Sanity
9	**+2 Side Bag Token Capacity.**
10	**+2 Corruption Resistance**
11	**+1 Max Ki**
12	**Sacred Duty** - Once per Adventure, Recover 1 Grit.

Traveling Monk Upgrade Chart

Yamabushi	Defender	Martial Arts	Mythic Lore
Trained from Birth Once per turn, use 1 Grit to add +2 Damage to one of your Combat Hits (or +3 against a Demon Enemy).	**Guardian Shield** Once per Adventure, you may Ready your *Sacred Bell*. **+1 Max Grit**	**Quickness** At the start of any turn, you may spend Ki to increase your Initiative this turn by +1 for every 2 Ki spent. **+1 Move**	**Do Not Fear** Myth and Demon Enemies do 1 less Damage to you on all of their Hits (minimum 1). You are immune to the Enemy Ability *Fear*.
Ki Block Once per turn, spend Ki equal to the Damage you or another adjacent Hero just took from a single Hit to prevent that Damage. **+1 Max Ki**	**One with the Light** Any time you gain 1 or more Ki Tokens, you may remove 1 Wound or 1 Sanity Damage from yourself (Ki may not be spent to increase this).	**Speed Lines** You are +1 Damage against all Enemies with a lower Initiative than you. **+1 Agility**	**Between Worlds** While in an OtherWorld, you roll 1 extra die on all Skill tests. **+1 Lore**
Warrior Monk Defense 3+ **+1 Max Grit**	**Protector** Once per turn, you may spend 6 Ki to Re-roll one of the dice on a *Hold Back the Darkness* roll. **+1 Max Ki**	**Patience** Once per turn, spend 5 Ki to Recover a Grit. You may use Grit to Re-roll your *To Hit* rolls, even if they have already been Re-rolled.	**Knows No Terror** All of your Attacks are +1 Damage against Undead and Demon Enemies. You are immune to the Enemy Abilities *Terror* and *Unspeakable Terror*.
Ki Blast Once per Fight, spend any number of Ki to create a *Ki Blast* with a Range equal to half the number of Ki spent (rounding down). Every Enemy within Range takes D6 Wounds, ignoring Defense.	**Defier of Darkness** Whenever a Growing Dread or Darkness card is drawn, you may cancel it on the D6 roll of 5 or 6. If canceled gain 10 XP.	**The Last Straw** Once per Adventure, un-Equip any number of Clothing Items to gain +1 Combat each (max +6) until the end of the turn. You may not Equip Clothing Items for the rest of the current Fight.	**Hero of the Dragon War** While in a Fight with an XL Enemy or larger, every Hero on your Map Tile Recovers a Grit on the D6 roll of 4+ each, at the start of every turn. **+1 Combat**

SORCERESS

A master of arcane lore and forbidden knowledge, a Sorceress uses the power of the Elements to wield terrifying magik! Traditionally acting as court advisors or reclusive oracles, these mystic scholars have stepped forward with the coming of the Demons to push back the forces of Darkness and fight the return of the Dragons.

Playing a Sorceress

Of all of the Heroes, the Sorceress has the most variety and potential for different styles of play. Using Mana to cast Elemental Magik allows her to heal other Heroes, shoot fire at Enemies, or even fly. As a mostly ranged fighter with low Defense, the Sorceress likes to keep her distance from Enemies.

Starting Upgrade Choices

Sorceress Starting Upgrades focus on protection, regeneration, and Combat.

Elemental Blast

As wielders of Elemental Magik, all Sorcerers have the ability to focus their Mana into a powerful blast.

Arcane Protection

Using powerful counterspells and wards, the Sorceress increases her defensive capabilities, as well as offering some protection from Enemy magik.

Blood of the Dragon

For those sorcerers that descend from the supernatural themselves, the Blood of the Dragon flows through their veins. This makes them highly attuned with the creatures of myth and legend, and gives them unnatural regenerative capabilities.

Demon Fire Claw

Bursting into flames, the Sorceress' hand becomes a gnarled demon claw, tearing through Enemies with ease! This ability allows her to become a fearsome hand-to-hand fighter, channeling the power of the Void into her burning fist.

Leveling Up a Sorceress

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. Note that as this is a roll on a Chart, Grit may NOT be used for this roll. You may also choose one new Ability from the Sorceress Upgrade Chart on the next page.

2D6 Roll	Upgrade Bonus
2	**Touched by the Void** - Each time the Darkness marker on the Depth Track crosses into a new Stage, heal D6 Wounds and take 1 Corruption Hit.
3	**Arcane Powder** - Start each Adventure with **+1 Arcane Powder** Token in your *Roku Demon Bag.*
4	**+1 Move**
5	**+1 Strength or +1 Initiative.** Also, gain +D6 Health
6	**+1 Cunning or +1 Agility.** Also, gain +D6 Sanity
7	**+3 Health and +1 Sanity**
8	**+1 Spirit or +1 Luck.** Also, gain +D6 Sanity
9	**+2 Side Bag Token Capacity.** Also, gain +D6 Health
10	**+1 Max Grit**
11	**+2 Corruption Resistance**
12	**Dragon Spirit** - Once per Adventure, add +2 Damage to one of your Hits.

Sorceress Upgrade Chart

Elemental Mastery	Relic Guardian	Dragon Kin	Void Lore
Conjuring New *Elemental Magik* Spell.	**Arcane Wonder** Start each Adventure with +2 Arcane Powder tokens in your *Roku Demon Bag*. **+1 Lore**	**Iron Skin** **Armor 6+** Also, you are immune to Bleeding and Burning markers. **+1 Strength**	**Counter Spell** Once per turn, spend 2 Mana to fully cancel the effects of an Enemy Spell on the D6 roll of 4+. **+1**
Incantations New *Elemental Magik* Spell. **+1**	**Keeper of the Vault** You gain +1 Health for each Artifact you carry (max +6) **+1 Cunning**	**Smell of Blood** Melee To Hit 4+	**Ancient Rivalry** Your Attacks are +1 Damage against Void Enemies. Once per turn, you may force an Enemy to Re-roll one of their *To Hit* rolls against you.
Elemental Wrath Your *Elemental Blast* now only costs 1 Mana and is +1 Shot (or +2 if Hero Level 6 or higher). **+1 Spirit**	**Bound Demon** Choose an Artifact to bind a Demon into. That Artifact may never be lost, sold, or discarded. At the start of each Adventure, draw a Random Spell from a chosen Element for that Artifact. Discard this Spell during the Adventure to cast it for free, without a Casting Roll.	**Dragon Rage** Once per turn, you may Re-roll one of your Damage rolls for a Combat Hit. **+1 Initiative**	**War Caster** New *Elemental Magik* Spell. **+1**
Master of Magik Once per Adventure, Cast one of your Spells without paying Mana or making a Casting Roll. This may be used to cast the same Spell a second time in the same turn.	**Vault of Kage** At the start of each Adventure, draw an Artifact from a Random World to use for this Adventure. You may not trade or sell this Item and it has no weight. Discard the Artifact at the end of the Adventure.	**Savage Ferocity** You are +2 Combat for each open you currently have. **+1 Strength**	**Fifth Element** You are +2 Health for each different Mutation you have. When rolling on the Mutation Chart, you may choose one of the dice to Re-roll.

FEUDAL JAPAN AND THE OLD WEST

Shadows of Brimstone is an expansive game world with gateways opening up across all of time and space! This allows for Heroes from different worlds to come together in an effort to hold back the Darkness from consuming all of humanity! Combining *Forbidden Fortress* with other Core Sets allows players to mix the heroics and determination of the American Old West with the honor and skill of the Samurai of Feudal Japan in your struggles against the unspeakable horrors of the Void!

COMBINING CORE SETS

There are now several different Core Sets available for *Shadows of Brimstone*. Though they often have different themes (the Old West, Feudal Japan, etc.), they all share the same rule set, gameplay, and 'game world'. This allows for the different Core Sets and Expansions to be mixed together to make for a larger and more varied experience, adventuring through portals that cross all of time and space!

The intent is that virtually all of the components from multiple different Core Sets can simply be combined together (though you may wish to keep some elements separated for thematic reasons).

The only three elements that we recommend you NOT mix together are the **Loot deck**, **Scavenge deck**, and the **Exploration Tokens**.

These CAN be mixed together if you like, to give you a double-sized deck/stack of each, but all that really does is give you a lot more potential for swings of luck (for better or worse) when drawing from those decks/stacks.

Justice Unleashed
With all of the gateways tearing open across the frontier, a group of US Marshals was organized to hunt down Outlaws that have traveled to other times and worlds to wreak havoc. A group of these Law Men, lead by Marshal Jessica Monte, followed the infamous bandit Jonas Ryan and the Quinn Gang to Feudal Japan. This may not be her frontier, but that won't stop her from dispensing justice across this or any other world.

OTHERWORLD EXPANSIONS

Mines World Card

A World card for the **Mines** has been included in this Core Set to allow the use of the Old West Mines Map Tiles and cards found in many of the Shadows of Brimstone OtherWorld Expansions, without the need to also own an Old West themed Core Set (you can simply use the Fortress Depth Event Chart for the Mines as well). If you do not yet have any of these OtherWorld Expansions that include material for the Mines, this extra World card can simply be left in the box.

TERMINOLOGY

Most of the game terminology is fully shared between Core Sets, regardless of theme. There are a few exceptions however.

Side Bag Tokens

There are a couple of basic Side Bag Tokens that have the exact same use in game across all Core Sets, but have a different name for thematic purposes. For game purposes, the following Side Bag Tokens are considered to be the same thing:

Bomb = *Dynamite* *Sake* = *Whiskey*

Hero Party/Hero Posse

In addition, the terms *Hero Party* and *Hero Posse* should be considered to be interchangeable for all game purposes.

FEUDAL JAPAN ICON

For ease of identification, cards in *Forbidden Fortress* that share a standard card back with other Core Sets and Expansions (such as Darkness, Gear, Personal Items, etc) have a special **Japan Icon** in the upper left side of the card.

This icon allows players to mix the Feudal Japan themed cards and Old West themed cards in these decks together and then easily separate them later, or to make Japan Only themed decks for things like Gear and Threat cards when in Feudal Japan as opposed to when in the Old West Mines.

This Japan Icon is intended for thematic purposes and can be found on Japan Themed cards for the following card decks - Gear, Darkness, Threats, Growing Dread, Personal Items, Starting Gear, and World Cards.

As a guideline, it is suggested that any Gear and normal Threat cards drawn while in a World that has the Japan Icon on its World card only be drawn from those that also have the Japan Icon.

TRAVEL AND TOWN

With multiple Core Sets and even some OtherWorld Expansions, the Heroes will have some options as to what type of Town they may be able to visit between Adventures. The **Frontier Towns** of the Old West, **Feudal Villages** of Japan, and even the alien **Wasteland Barter Towns** of the *Blasted Wastes* each offer a different experience with different Travel Charts, Town Locations, Events, and Items available for purchase.

Which Town to Visit

At the end of an Adventure, the Heroes have the choice to either visit a Town in the World that the Adventure ended in, or to return home and visit a Town that is native to at least one Hero currently in the Hero Party.

For example, if at the end of an Adventure, a Party of all Feudal Japan themed Heroes are in the Mines, they have the choice to either visit an Old West Frontier Town (themed for the Mines), or to return home and visit a Feudal Village (themed for the Feudal Japan World that the Heroes are native to).

Alternatively, if you had a mixed Party of Feudal Japanese and Old West Heroes, and they ended an Adventure in the Blasted Wastes OtherWorld, they would be able to choose between staying in the Blasted Wastes to visit an alien Wasteland Barter Town, or returning 'home' to visit either a Frontier Town or a Feudal Village.

Which Travel Chart to Use

Once the Hero Party has decided which type of Town to visit, they should use the Travel Chart that is specific to that type of Town.

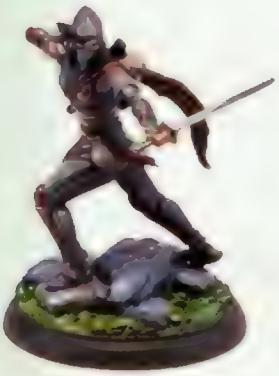
Saxton's New Formula

Always searching for new tonics and new marks, Alfred Saxton III, Esquire couldn't resist dipping his toes into the untapped market of Feudal Japan. Bottling strange potions and elixirs of all kinds, he's concocted the most amazing, outrageously effective, and downright affordable juice of the gods to ever be made available to the common man like yourself! But don't wait, Saxton's New Formula, made with real Dragon tears, is going fast!

SHADOWS OF BRIMSTONE

FORBIDDEN FORTRESS™

We've worked very hard to make **Shadows of Brimstone: Forbidden Fortress™** miniatures high-quality and high detail, while remaining easy to assemble and paint. From concept to sculpture, it is important to us that the poses are dynamic and exciting and the features are characterful.



Assassin
Hero

Traveling Monk
Hero

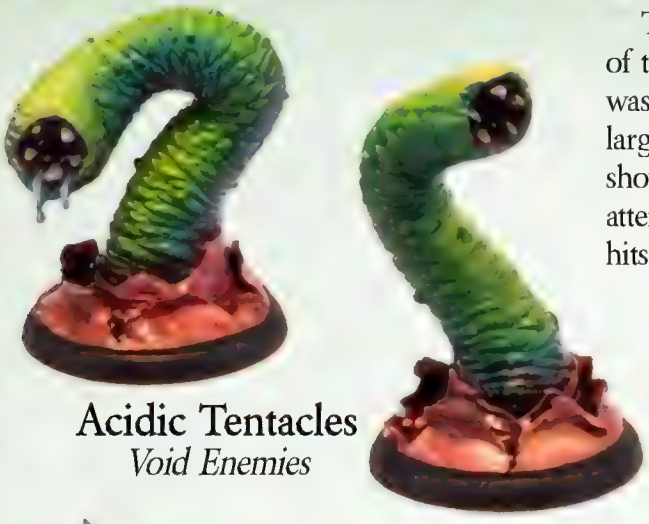
Sorceress
Hero

Samurai
Hero

Harionago
Mini Boss Enemy

Oni
Large-Sized Demon Enemy

The gargantuan Living Statue model towers over all of the other figures in the boxed set. One of our goals was to have enemies of different sizes, including extra large epic enemies! The Living Statue is a beautiful showpiece model, sure to get attention every time he hits the tabletop!



Acidic Tentacles
Void Enemies

Tengu
Demon Enemies

Dishonored Dead
Undead Samurai Enemies

Living Statue
XL-Sized Epic Enemy

FEUDAL JAPAN - AN AGE OF WAR

For hundreds of years Japan had been embroiled in a sweeping civil war. Samurai Clans battle done another for power and territory. Each Clan was lead by a Daimyo Warlord who had grown greedy and bloodthirsty for revenge against his rival Houses. Building massive castles and shutting out the outside world, each House operated independently from the others, creating alliances and bitter feuds that scarred the land with war.

The Mountain and the Sword

The Sacred Mountain rose high above the hills and valleys at its base. Seen as a symbol of divine power and majesty, the mountain was considered the most sacred place in all the lands. Temples and statues dotted its peaks. In honor of the gods, the monks made offerings and prayers that the long war for dominance would come to an end. They would soon get their wish.

Streaking across the sky, the 'Sword from Heaven' crashed into the Sacred Mountain, exploding in a supernatural fireball that could be seen for miles in all directions. Showering the land with Dark Stone and debris, at first the meteor was seen as a blessing. The Samurai Houses used the magical rock to forge powerful weapons to crush their Enemies. But soon, the demons came! Swirling portals began to tear open wherever the Dark Stone was amassed, with creatures and supernatural terrors emerging to wreak havoc on anything in their path of destruction. The sky grew dark with swarms of bat-winged monsters and black feathered demon Tengu. The centuries of civil war had indeed come to an end, replaced with a fight for the very survival of humanity itself.

Forbidden Fortresses

Before anyone realized the danger that the Dark Stone posed, much of it had already been collected up by the different Samurai Clans. Hoping to gain an advantage over their rivals, the greedy Daimyos used the power of the black rock to forge weapons and armor for their warriors, hoarding it within their castle fortresses. When portals began to open, tearing apart the fabric of space and time itself, many burst open inside the vaults of fortresses where the Dark Stone was most concentrated. Countless fortresses fell into shadow, not from demonic attack outside, but from inside their own castle walls, overrun from within by the Darkness.

The Dragon Prophecy

For over a thousand years the monks of the sacred Yamabushi order dedicated their lives to training and discipline. They followed an ancient prophecy that one day the great Dragons would return to the land amid a terrible cataclysm, wreaking death and destruction like never before seen. It was said that only the Yamabushi could stop the arch villain Sho-Riu, the Dragon King, from destroying the Earth!

But knowing and doing are very different things. When the 'Sword from Heaven' crashed into the Sacred Mountain, it not only unleashed the demons and the Darkness, it awoke something deep under the mountain. Bursting up from the ground, the Dragons had risen from their timeless slumber, enraged by the thunderous power of the meteor and fueled by the Void energy from the exploding Dark Stone! Not even the Yamabushi could hold them back. With fury and flame they set out to conquer or destroy the world, as foretold in the ancient prophecy.

OTHERWORLD - THE BELLY OF THE BEAST

A terrifying environment within an unfathomably massive creature, the Belly of the Beast is a living world. Webs of thick mucus hang from the spongy ceiling and enormous sphincters open and close in the walls to separate the chambers and passages of the Beast. The ribbed tunnels and muscular walls form natural corridors, creating an organic maze that pulses and drips with every step you take deeper into madness.

Devoured by the Beast

The Gonyoku Samurai Clan were the first to enter portals into the Belly of the Beast. Jealous of the power that the Fallen Shogun and his Takobake Clan had gained by being the first to master the Dark Stone, they greedily sent all of their armies through the gates, sight unseen, to be the first to pilfer the riches of whatever lay beyond.

The leaders of the Gonyoku soon realized that this was a horrible miscalculation, but it was too late! Virtually the entire clan was wiped out as legions of Samurai marched blindly into the maw, devoured by the living world on the other side. Now the only remnants of the Gonyoku Clan are the occasional corroded Sword or Helmet found stuck in the mucus walls within the creature, and the shambling Devoured Dead samurai that roam the chambers of the Beast, still searching for glory as the last spark of memory running through their melted brains.

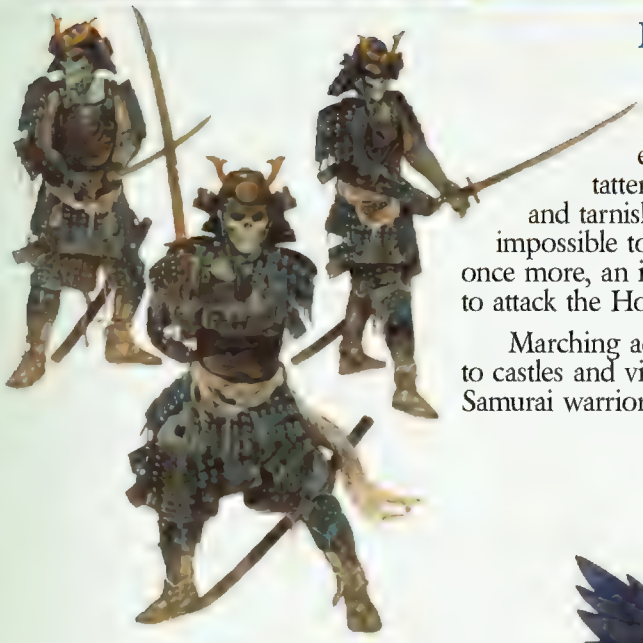
A Living World

Those that have ventured through the portals that lead into the Belly of the Beast and have managed to return, tell tales of being inside a world that is itself, alive! Stories of exploring the fleshy passages and chambers within the creature depict a nightmare land of dripping mucus and humid air, thick with the smell of bile and decay. Massive blobs of gelatinous acid scour the corridors, burning away anything they touch, while shelled insect-like creatures scurry in the shadows, chirping and clicking in the dark. Few have ever returned from these expeditions into the Beast, and those that have are covered in horrible acid scars and ramble incoherently that it knew they were there, and it wanted them to stay...forever.

Ancient Appetite

It is impossible to tell how old the Beast is, or indeed if it even has a beginning or an end in size or age. What is known is that when larger portals have been ripped open, massive tendrils of the Beast have erupted out smashing everything within their reach and devouring anything that strays close enough to be consumed by its countless feeder tentacles and jagged maws! It is as if the Beast hungers to feed on all other worlds, growing across dimensions and realities as it absorbs all in its path.

ENEMY OVERVIEW



Dishonored Dead

Once honorable Samurai warriors, killed on the fields of battle or cut down by the forces of Darkness, the Dishonored Dead rise back up to join the ranks of the evil they once fought to destroy! Still wearing their now tattered suits of ornate armor, and wielding their chipped and tarnished Katanas, these shambling undead warriors are nearly impossible to stop! Cut down again and again, they rise up to fight on once more, an insatiable hunger for revenge upon the living driving them to attack the Houses they once swore to defend.

Marching across the countryside, entire armies of the dead lay siege to castles and villages, tearing down the walls and clashing swords with Samurai warriors they once called brother.

Tengu

Born high on raven's black wings, the demonic Tengu descend from the skies with razor sharp talons and blades of flashing steel! They are unmatched in skill with the sword, parrying aside blows with ease while slicing and slashing with lightning speed. Wearing traditional, long-nosed masks, the Tengu hide their true faces from the prying eyes of the unworthy.

Once thought to be creatures of legend, the Tengu have been emboldened by the return of the one they call master, Sho-Riu...The Dragon King! Now the skies grow dark with swarms of these vicious killers, attacking travelers on the road with impunity and frequently raiding villages and sailors at sea.

Acidic Tentacles

Bursting up from the ground, these writhing tentacles lash out from the Void, smashing anything within their reach. At the top end of their muscular stalk is a razor-toothed mouth that bites and spits deadly acid at any that stray too close. Though each Acidic Tentacle seems to act independantly, it is unclear if each is its own individual monster, or if they are all part of a larger beast, buried beneath the surface. Either way, they are not only a common creature to find within a forbidden fortress, but also one of the more dangerous foes to face.

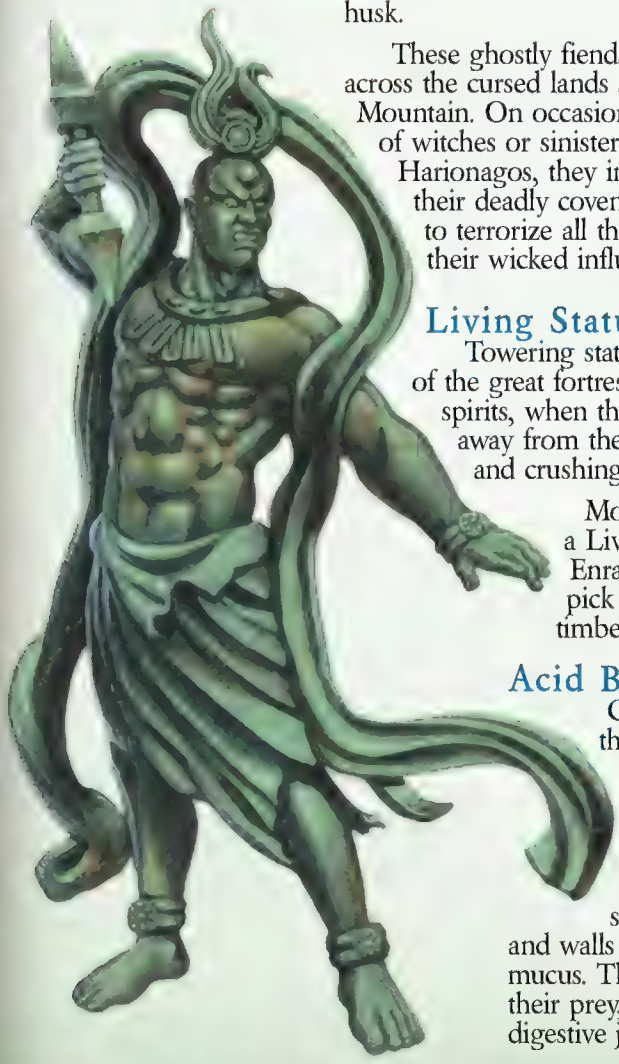
Oni

Large and brutish demonic ogres, the red skinned Oni wield hefty wooden clubs, dotted with iron studs to bludgeon their hapless victims to a pulp. Known for eating livestock and the occasional human, Oni are ornery thugs who are as likely to bash you across the room as they are to pick you up and stuff you in a sack for a later meal. With long flowing black hair, gigantic horns, and tusk-like front teeth, the mythological Oni are truly a terrifying sight to behold... especially up close where you can also smell them.

Harionago

A Harionago is a ghastly spectre of a vengeful woman. In life, she was a powerful sorceress or noble lady of great wealth and distinction. In death, she is a cruel spirit with a mind for murder. Her long, flowing black hair holds her ghostly body aloft, while swirling around to ensnare her victims with barbed hooks, allowing her to drain away their life force, leaving behind little more than a desiccated husk.

These ghostly fiends haunt many a fortress across the cursed lands surrounding the Sacred Mountain. On occasion, when a group of witches or sinister sisters return as Harionagos, they infest a castle with their deadly coven, working together to terrorize all that live within reach of their wicked influence.



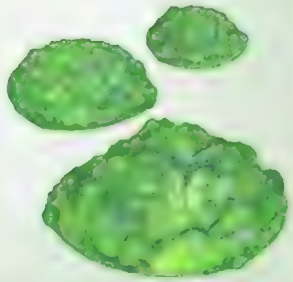
Living Statue

Towering statues are a common sight in the courtyards and halls of the great fortresses of Japan. Originally constructed as decor to ward off evil spirits, when the Darkness infests one of these sculpted giants, it tears itself away from the posts and pedestals it was once confined to, smashing the walls and crushing the people it was built to protect!

Most often made of polished wood, cast metal, or chiseled stone, a Living Statue dwarfs the tiny forms of the mortal men that made it. Enraged by the power of the Darkness, these colossal gladiators can pick up and throw even a fully armored soldier with ease, splintering timbers and crushing stone with their powerful fists.

Acid Blobs

Gelatinous globs of acid goo, these mindless blobs scour the interior linings within the Belly of the Beast, burning away imperfections...including any intrepid Heroes exploring the cavities and chambers within the living world! A form of natural defense for the Beast as part of an immune response, Acid Blobs slurp their way across the spongy floor and walls as they glide on a thin layer of slippery mucus. Their favored form of attack is to envelope their prey, burning it to sludge with their caustic digestive juices.



Spreading the Faith

Through all of the horrors brought about by the discovery of Dark Stone and the ensuing Darkness, men of good conscience like Father Nash have kept the faith. Spreading the word of hope across the frontier of his home in the American West and into other worlds opened up by gateways through the Void. As a roaming missionary he brings a chance for salvation from the Darkness, as well as a fiery judgment to the shadows.

A Hard Life

Many poor souls have had their lives turned upside down by the relentless demonic attacks. For those orphaned by the Darkness, like Tali, a frontier Rancher's daughter, they must grow up fast in a harsh world. Stolen from her Old West farmstead by a group of Nobu Oni traveling through a portal on a slave raid, she escaped the Dark Stone Mines of the Oni Warlord, vowing revenge on the demons that took her.

Living History

Jumping at the chance to see history come alive, professor David Young of Jennett University set forth on an expedition to Feudal Japan as soon as a stable portal was discovered. Witnessing first hand the armies of Samurai and their warring houses was a dream come true for the excited historian and his assistants. But in a Feudal Japan overrun by demons, they quickly became part of the history they only wished to study.

New Worlds to Mine

In spite of all the terrifying creatures and unspeakable Darkness, there are some who see a golden opportunity in gateways opening up into other worlds, and the discovery of Dark Stone. Enterprising Prospectors like Darius Redford travel from world to world in search of new claims to mine and new fortunes to be made, be it from gold, Dark Stone, or any other precious material that can be mined and sold for a profit!

PAINTING GUIDE

This painting guide shows how to easily paint your plastic models using only Warpaints from the *Heroes of the Old West* (HOW), *Creatures of the Void* (COV), and *Forbidden Fortress* (FF) Paint Sets. For spray priming the models, use any matte (NOT Gloss) spray paint which can be purchased inexpensively from a hardware store. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

TENGU

1) Prime with matte black spray paint.
2) Base coat clothing, sash, and cloud base with *Tengu Grey*.
3) Base coat wings, arms, legs, and neck with a mix of *Portal Blue* and *Shadow Black*.
4) Paint chest straps and mask with *Crimson Hand Red*.
5) Paint armored areas with *Loot Gold* and sword with *Pistol Metal*.
6) Paint hat and hair with *Shadow Black*.
7) Wash model with *Strong Tone Ink*.
8) Dry brush wings, arms, legs, and neck with a mix of *Portal Blue* and *Spirit White*.
9) Highlight clothing with *Tengu Grey*.
10) Highlight cloud base and sash with *Spirit White*.

DISHONORED DEAD

1) Prime the models with matte black spray paint.
2) Dry Brush with *Pistol Metal*.
3) Paint sleeves and pants with a mix of *Tentacle Blue* and *Fang Bone*.
4) Paint face, hands, and feet with *Fang Bone*.
5) Paint sash with *Spirit White*.
6) Paint helmet ornaments with *Loot Gold*.
7) Paint straps with *Leather Brown*.
8) Wash entire model with *Dark Tone Ink*.
9) Highlight face and hands with *Fang Bone*.

ACIDIC TENTACLES

1) Prime the models with matte white spray paint.
2) Blend tentacle body between *Serpent Skin* and *Desert Yellow* (green on the underside, yellow on top).
3) Paint fleshy base with *Cherry Blossom Pink*.
4) Paint mouth with *Saloon Red* and teeth in *Fang Bone*.
5) Paint drool with *Spirit White*.
6) Paint base with *Shadow Black*.
7) Wash entire model with *Soft Tone Ink*.

ONI

1) Prime with matte black spray paint.
2) Base coat body with *Oni Red* (you may need two coats to get a good solid color).
3) Paint tiger pants and ropes with *Desert Yellow.*
4) Paint tiger stripes on the pants with *Shadow Black.*
5) Paint the large club and the bag on the back of his belt with *Leather Brown.*
6) Paint handle straps, jug on belt, teeth, and horns with *Fang Bone.*
7) Paint bracelet, ankle shackles, metal club spikes, and metal club handle with *Pistol Metal.*
8) Paint sash with *Spirit White.*
9) Wash model with *Soft Tone Ink.*
10) Dry brush skin with a mix of *Oni Red* and *Spirit White.*
11) Highlight hair, eyebrows, and tiger stripes with *Tengu Grey.*
12) Paint eyes with a mix of *Desert Yellow* and *Spirit White.*

HARIONAGO

1) It may be easier to paint this model in two parts: the head/hair and the body with attached right arm. Prime the head/hair with matte black spray paint and prime the body with matte white spray paint.
2) Paint her kimono (dress), blending from *Shadow Black* at the bottom to *Saloon Red* at the top.
3) Paint the hair on the body with *Shadow Black.*
4) Dry brush the hair with *Tengu Grey.*
5) Paint face, hands, and feet with a mix of *Yamabushi Blue* and *Spirit White.*
6) Paint the obi (sash) with *Serpent Skin* and *Oni Red.*
7) Paint the sandals with *Leather Brown.*
8) If you are painting the model in two parts, you should now glue the head/hair to the body. While we suggest plastic cement to glue these plastic models, you should use super glue to connect these painted pieces.
9) Wash entire model with *Strong Tone Ink.*
10) Highlight face, hands, and feet with *Spirit White.*
11) Carefully paint small flowers on the kimono with *Spirit White.* For each flower, use a small detail brush to paint four small dots in the shape of a '+'.

LIVING STATUE

1) Prime with matte black spray paint.
2) Dry brush the entire model with *Statue Bronze.*
3) Wash entire model with *Soft Tone Ink.*
4) Dry brush with a mix of *Serpent Skin* and *Tentacle Blue*, being careful to leave some areas of bronze showing through.
5) Dry brush with a mix of *Serpent Skin, Tentacle Blue*, and *Spirit White.* Use this same mix to highlight with some vertical "streaks" to add to the effect.

SAMURAI HERO

STEP #1

1) Prime with matte black spray paint.
2) Dry brush armor with a mix of *Portal Blue* and *Tengu Grey.*
3) Paint cloth with *Desert Yellow.*
4) Paint hands and face with *Pale Flesh.*
5) Paint straps, sword handles, and sandals with *Leather Brown.*

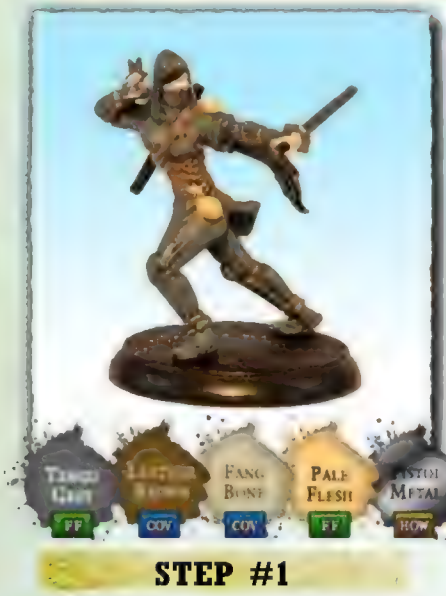
STEP #2

1) Paint sword blade with *Pistol Metal.*
2) Paint the helmet ornamentation with *Loot Gold.*
3) Paint scabbards with *Tengu Grey.*
4) Wash the skin and cloth areas with *Soft Tone Ink* and allow to dry.
5) Wash the armor and swords with *Strong Tone Ink.*

STEP #3

1) Highlight cloth areas with a mix of *Desert Yellow, Cynder Yellow,* and *Spirit White.*
2) Highlight skin with a mix of *Pale Flesh* and *Spirit White.*
3) Highlight armor with a mix of *Portal Blue, Tengu Grey,* and *Spirit White.*

ASSASSIN HERO



STEP #1

1) Prime with matte black spray paint.
2) Paint cloth with *Tengu Grey.*
3) Paint straps with *Leather Brown.*
4) Paint skin with *Pale Flesh.*
5) Paint pouches and backpack with *Fang Bone.*

STEP #2

1) Paint sword, shuriken, and buckles with *Pistol Metal.*
2) Wash the skin, strap, and pouch areas with *Soft Tone Ink* and allow to dry.
3) Wash the cloth, metal, and hair areas with *Strong Tone Ink.*

STEP #3

1) Highlight cloth areas with *Tengu Grey.*
2) Highlight skin with a mix of *Pale Flesh* and *Spirit White.*
3) Highlight straps with a mix of *Leather Brown* and *Spirit White.*
4) Highlight pouches with a mix of *Fang Bone* and *Spirit White.*

SORCERESS HERO

STEP #1

1) Prime with matte white spray paint.
2) Base coat dress with *Saloon Red.*
3) Paint obi (sash) with *Fang Bone.*
4) Paint hands and face with *Pale Flesh.*
5) Paint containers and sandals with *Leather Brown.*
6) Paint hair and belt *Tengu Grey.*

STEP #2

1) Paint magik flame with a mix of *Serpent Skin* and *Elemental Yellow.*
2) Paint her tiara with *Loot Gold.*
3) Wash the skin and obi (sash) with *Soft Tone Ink* and allow to dry.
4) Wash the dress, flame, containers, and hair with *Strong Tone Ink.*

STEP #3

1) Paint base with *Shadow Black.*
2) Highlight magik flame with a mix of *Serpent Skin, Elemental Yellow,* and *Cynder Yellow.*
3) Highlight skin with a mix of *Pale Flesh* and *Spirit White.*
4) Carefully paint flowery designs on the dress with *Elemental Yellow,* highlighting raised areas with *Cynder Yellow.*

TRAVELING MONK HERO

STEP #1

1) Prime with matte black spray paint.
2) Base coat robes with *Tengu Grey* and *Yamabushi Blue.*
3) Paint staff *Leather Brown* with wraps in *Fang Bone.*
4) Paint skin with *Pale Flesh.*
5) Paint sandals with *Leather Brown.*

STEP #2

1) Paint sacred bell and staff headpiece with *Loot Gold.*
2) Paint hat with *Elemental Yellow.*
3) Wash the robes with *Strong Tone Ink* and allow to dry.
4) Wash the skin, hat, staff, and metal areas with *Soft Tone Ink.*

STEP #3

1) Highlight robe with *Tengu Grey* and *Yamabushi Blue.*
2) Highlight skin with a mix of *Pale Flesh* and *Spirit White.*
3) Highlight staff and sandals with a mix of *Leather Brown* and *Spirit White.*
4) Drybrush hat with *Elemental Yellow.*

TRAVEL HAZARD CHART

3D6 Traveling Hazard

3 - Possession

As you settle in for the night around the fire, there is an odd chill in the air. With a contorted face and twisted form, one of the Party is possessed by a vile demon, lashing out and speaking in tongues before regaining control! 'You will all die before the might of the Ancient Ones…rez'chu'kau'to! Your souls will burn…Has'te'for'i…in the fires of Cynder! Beli'al will have his revenge!"

The Hero that rolled this result immediately loses **D3 Sanity** permanently, and must roll once on the **Madness** chart as a result of this horrific experience.

4 - Dragon Attack

An Elemental Dragon has rampaged through the area, devastating the region, burning buildings, and incinerating the livestock and people! It is not a pretty sight.

When you arrive in Town, **2 Random Buildings** have been Destroyed by the Dragon and cannot be visited during this Town Stay. Also, every Hero loses **1 Grit** as they are horrified by the carnage left in the wake of the Dragon's terror.

5 - Living Hills

Something's not right here, the hills surrounding the valley you are in seem to be shifting and stirring before your eyes! The road before you opens up to reveal a massive demonic maw waiting to devour you whole!

Each Hero must make an **Agility 5+** test to avoid the maw! If passed, gain **15 XP** and you escape the trap. If failed, you leap aside at the last moment. Any ***Cart*** or ***Horse*** you were riding is devoured by the beast and you lose **1 Sanity** permanently at the horrific sight of the creature!

6 - Tsunami

As your travels take you along the coastline, the winds rage, whipping up a massive tsunami that crashes over the land, threatening to sweep away all in its path!

Each Hero must make a **Luck 4+** test to avoid being swept away by the rushing waters. If failed, roll a D6 for each Token in your **Side Bag**. On the roll of 1, 2, or 3, it is swept away in the torrent of water.

7 - Harried By HellBats

As the Heroes move through the countryside, dark swarms of HellBats follow overhead, swooping down to terrorize them as they go.

Each Hero must roll a D6 for every **Dark Stone** they are carrying (including Items with a Dark Stone Icon and Items with Dark Stone Upgrades on them). On the roll of 1, that Dark Stone shard/Item is snatched away by a HellBat and carried off into the night (discarded).

8 - Nobuhara Slave Cart

Hearing shouting from up ahead, you quickly get off the road just before a rickety cart turns the bend. Driven by a brutish half-man half-Oni taskmaster, the cart carries several large bamboo cages full of malnourished prisoners, bound for a Nobu Slave mine to work for the Oni Warlords!

Each Hero may decide to remain hidden, try to **Free Prisoners**, or **Confront the Nobu Slaver** and his Oni guards.

If you try to **Free Prisoners**, make an **Agility 5+** test. If successful, you sneak in, relieving them of gold and freeing some of the prisoners! Gain **10XP** and **$25** for each 5+ rolled.

If you **Confront the Nobu Slaver** and his guards, make a **Strength 6+** test. If successful, you cut down the guards and relieve the Slaver of his head! Gain **30XP** and you may draw a Loot card.

If either test is failed, you are savagely beaten by the Oni guards. Take D8 Hits that each do Damage equal to your Hero Level.

9 - Burning Village

Pillars of black smoke rise in the distance and as you approach you discover a a small village in ruins and ablaze! Screams call out from the fiery inferno!

Each Hero may decide to turn away or brave the burning buildings to look for survivors. If you enter the buildings make a **Strength 5+** test to move through the flaming debris.

If failed, you are singed by the fire and must flee the building, coughing from the thick smoke. Take **D6 Wounds**, ignoring Defense. If passed gain **25 XP** and roll a D6 to see what you find in the fire.

D6 Roll	Result
1	**Trick** - A ghostly apparition has lured you into the blaze, only to disappear as a section of roof comes down on your head. Roll once on the **Injury** chart.
2-5	**Survivor** - You find a survivor and pull them from the burning buildings. Gain **D6x10 XP**.
6	**Hero of the Day** - You find a small child and carry them through the flaming rubble safely. Gain **D6x25XP** as well as **1 Health** and **1 Sanity**.

10 - Bridge Destroyed

The bridge across the raging river ahead has been demolished, either blown up to prevent demons from coming across, or torn apart during a skirmish! You'll have to find another way around, which will take time…time you don't have.

When you get to Town, the Heroes can spend no more than 2 days for their Town Stay before starting the next Adventure.

11 - Dark Dreams

Camping along the road, your dreams are filled with dark visions of the future and an impending dread.

Each Hero must make a **Spirit 6+** test. If passed gain **10 XP** and you may Recover **1 Grit**.

If failed, you take **D6 Sanity** Damage, ignoring Willpower.

12 - Cursed Spring

The mountain springs in this area have a strange air around them, sweetly smelling but with a hint of death. As you stop to drink, you notice that the forested path around the spring is littered with the bones of the dead! Not a good sign.

Each Hero loses **1 Grit**. If you do not have a Grit to lose, instead take **D3 Wounds**, ignoring Defense.

13 - Bandits!

Waylaid by Bandits on the road, the Heroes fend off as many as they can!

The Bandits surround each Hero individually. There are 5 Bandits per Hero and each Hero must roll a D6 to see how many of those Bandits they defeat. For every Bandit you defeat, gain **10 XP**. For each of your 5 Bandits you do not defeat, lose **$25**, **1 Dark Stone**, or **1 Gear or Artifact** of your choice.

14 - Forest Ambush

Traveling through a shadowy forest you get a bad feeling...but it's too late! Musket shots whiz past your head as a mutated group of Takobake Clan foot soldiers form ranks and fire off their flintlock rifles! Laying in wait, they set their trap to rob unwary travelers of Dark Stone!

Each Hero must make an **Agility 5+** or **Lore 5+** test. If passed, gain **25 XP** and you are able to evade the worst of the attack, escaping the forest to meet up with the rest of the Party.

If failed, you are grazed by a musket shot allowing the Takobake to scavenge your belongings for Dark Stone. Lose **D3 Dark Stone**, or one item with a **Dark Stone** Icon. Also, due to your bumps and bruises, you lose all Grit.

15 - Temple Dog Attack

A pack of vicious Temple Dogs have been tracking your Party for days and have found the opportunity to strike!

Each Hero must make a **Cunning 5+** test to outwit the stone lions or a **Strength 5+** test to overpower them. If passed, gain **25 XP**.

If failed, you are pulled from your saddle and ravaged by the creatures! Roll a D6 for every **Clothing** Item you have (not including your *Personal Item*). On the roll of 1 or 2 it is torn apart and destroyed by the savage attack.

16 - Smoldering Battlefield

You come across a blood-soaked battlefield, littered with the bodies of the dead! Though most were cut down by the sword, many seemed to have been ripped apart by savage creatures.

Each Hero can decide to pass it by without looking too close, or to sift through the gore to look for anything useful. If you search the massacre, make a **Luck 5+** test. If failed, lose **1 Sanity** permanently, as you are scarred by the horror of the things you find. If passed, roll a D6 to see what you find.

D6 Roll	Result
1-4	**Gear** - You find something of value. Draw a **Gear** card.
5	**Artifact** - Perhaps this is what the armies were fighting over! Draw a Fortress **Artifact** card.
6	**Survivor!** - You find someone still alive amongst the bodies. Packing them on your saddle, you race on to the nearest village. If you visit the ***House of Healing*** during this Town Stay, gain **+1 Max Grit** for your heroic efforts.

17 - Marching Samurai

Traveling the roads, the Heroes come upon a massive army of Samurai heading toward the same Town to reinforce the outpost there.

When the Heroes reach Town, any rolls on the **Camp Site Hazard** chart or the **Town Event Chart** are +1 to the roll.

18 - Shadowy Traveler

You meet a dark stranger on the road one night while the rest of the Party is asleep. With a slippery voice he introduces himself as a simple traveler and makes you an offer that could be hard to refuse.

This result may NOT be Re-rolled or canceled. The Hero who rolled this result must choose:

Take the deal, gaining **D6x100 XP** and **D6x$100**, but if they ever roll this result again, the *Traveler* has returned to collect his end of the bargain and takes your Hero off into the night never to be heard from again.

or

Refuse the deal, make a **Spirit 6+** or **Cunning 6+** test to find a way out of it. If passed, gain **50 XP**. If failed, gain **D6+1 Corruption Points**, ignoring Willpower, as the *Traveler* disappears into the dark night.

MUTATION CHART

D36 Mutation

To roll a **D36**, roll two dice of different colors, where one of them is the '10's digit and the other is the '1's digit. For Example, if you rolled 3 and 5 the result on the chart would be 35.

11 - Chest Portal

A hole has opened up in your chest leading to another dimension! And occasionally... stuff comes through! Anytime an 11 or 12 is rolled to Hold Back the Darkness, you must roll a D6.

On 1, 2, or 3, there is an **Ambush Attack!** as a **Low Threat** card erupts from the portal in your chest. These Enemies are all placed adjacent to you if possible, but will select targets during their first Activation.

On 4 or 5, nothing happens.

On 6, something starts itching in your portal and you reach in only to pull out a foreign object. Draw an **Artifact** card from the Fortress.

12 - Tentacle Fingers

Gross! No game effect.

13 - Tentacle Arm

You lose the use of one each turn, but you are **+1 Combat**. ***Guns / Bows*** may still be used, but cannot get Critical Hits.

14 - Tentacle Leg

You are -1 Move each turn (minimum of 1).

15 - Tentacle Tongue

Gross! No game effect.

16 - Tentacle Mustache

Shopkeepers are intimidated by your writhing facial hair! All Item prices in Town cost you $10 less than normal (minimum $10).

21 - Glowing Skin

Your skin begins to give off an eerie green glow that lights up the corridors around you. You are now Immune to ***Voices in the Dark***, but Enemies also Hit you on 'To Hit' rolls of 1.

22 - Rock Skin

Your skin becomes hard and crusty, like it's made of rock. You are +3 Health, but -1 Move each turn (minimum of 1).

23 - Slippery Skin

Your skin is now oily and greasy, allowing you to slide past Enemies and slip through tight spaces. You may now roll an extra die for Escape tests and choose which roll to use.

24 - Melty Skin

Your skin has become gooey and comes off easily now. Any time you take one or more Wounds from a source, you take 1 extra Wound.

25 - Void Boils

You are -2 Health, but +1 Max Grit.

26 - Void Infection

Any time you pass through a **Gate**, you take 1 **Corruption Point**, ignoring Willpower.

31 - Barbed Tail

+1 Combat.

You are also -1 **Corruption Resistance.**

32 - Prehensile Tail

You now have 1 extra **to use per turn.**

You are also -1 **Corruption Resistance.**

33 - Tail with a Face

Your tail talks to you in hushed demonic whispers, curling around to speak into your ear. Any time you take one or more Sanity Damage from a source, you take 1 extra Sanity Damage.

34 - Tail with a Mouth

Your tail nips and bites at you and any others that stray too close. Any time you or another model adjacent to you rolls a 1 on a 'To Hit' roll, that model takes 1 Wound, ignoring Defense. No XP is gained.

35 - Tentacle Tail

+1 Move.

You are also -1 **Corruption Resistance.**

36 - Void Plague

Any Hero adjacent to you at the end of a turn automatically takes D3 Wounds, ignoring Defense.

41 - Horns

You sprout horns from the top of your head. You can no longer use ***Clothing - Hat*** Items.

42 - Eye Grown Over

One of your eyes has grown over with gnarled flesh. All of your Critical Hits do 1 less Damage than normal.

43 - Third Eye

You have grown a third eye that can see into the Void. Once per turn, you may spend 2 Grit to force a Threat card just drawn to be discarded and Re-drawn.

44 - Mouth Grown Over

You can no longer speak (at least nothing beyond mumbling). All Item prices in Town cost you +$10.

45 - Fangs

You have grown large, sharp fangs that protrude from your mouth. You gain a ***Bite*** **Free Attack** - Once per turn. **1 Combat**, uses the **D8 for Damage**.

If this ***Bite*** attack wounds a **Void** Enemy, you also take **1 Corruption Hit.**

46 - Second Head

They say two heads are better than one...I'm not so sure. You may now use 2 ***Clothing - Hat*** Items and you are **+1 Initiative**. However, any time you roll a natural 6+ for movement, you lose your Activation, as your two heads are arguing over where to go next.

51 - Arm Growth

Your arm has grown deformed and giant. You can no longer use ***Clothing - Coat*** Items.

52 - Leg Growth

Your leg has grown deformed and giant. You can no longer use ***Clothing - Boots*** Items.

53 - Hand Growth

Your hand has grown deformed and giant. You can no longer use ***Clothing - Gloves*** Items.

54 - Fused with Item

Your skin and muscle have grown out and extended around one of your Items, making it part of you. Choose one Item you are carrying that is or . From now on, that Item may not be unequipped.

55 - Fused with Rock

Your skin has fused with chunks of rock, making you lumbering and slow. You are -2 Move each turn (minimum of 1), however, you also gain **Armor 4+**.

56 - Fused with Dark Stone

Any Dark Stone shards you currently carry have become fused to you. These cannot be sold, used, or lost in any way until removed at the ***House of Healing***, and will continue to roll for corruption at the end of each Adventure as long as they are attached to you.

New Dark Stone found and Items with Dark Stone Icons do not become fused, only the shards that you currently carry when this Mutation is rolled.

If you aren't carrying any Dark Stone shards when this Mutation is rolled, instead, one Item you have with a Dark Stone Icon you are carrying has become fused to you. If that Item requires a Hand to use, it is considered permanently equipped.

61 - Dark Stone Allergy

At the start of each of your Activations, take 1 Hit for every Dark Stone shard and Item with a Dark Stone Icon you are carrying.

62 - Nose Fallen Off

You are in bad shape. All of your Town ***Location Event Chart*** rolls are -1 to the roll (minimum of 2).

63 - Fused Fingers

Your fingers have fused together making it impossible to do any fine manipulation. You may not use ***Gun*** Items (unless it is an **Artifact** card).

64 - Eye Stalks

All of your Critical Hits are **+1 Damage**.
You are also -1 **Corruption Resistance.**

65 - Void Speech

You can now understand what Void creatures are saying as they hiss and growl. This is unnerving to the extreme, but can give you a leg up in a fight. At the start of each turn, if there are any **Void** Enemies on your Map Tile, you are **+1 Initiative,** but you also take 1 Sanity Damage, ignoring Willpower.

66 - Child of the Void

You have grown the upper torso of a small humanoid like creature out of your lower abdomen (you must name them). You are **+1 Lore** and, while in an OtherWorld, **+1 Initiative**.

You are also -1 **Corruption Resistance.**

GLOSSARY OF TERMS

Activation – An individual model or group of Enemies' opportunity to move and attack during the turn.

Adventure – The time from when the Heroes are placed on the board to start a new Mission, until the Mission is failed or successfully completed. An Adventure does not generally include Travel or going to a Feudal Village.

Ambush – An Enemy Attack in which the Enemies are placed adjacent to the Heroes and gain +2 Initiative during the first turn.

Attack – A term used for when a group of Enemies is placed to start a Fight. Also, a Model's strike against another Model during a Fight.

Basic Combat – A Model's Combat value, unmodified by Items or Ability effects. Basic Combat does include Combat bonuses earned from Upgrades or Enemy Elite Abilities.

Bounce – A Random form of movement, used for things like Bombs.

Brutal – High level Enemies faced at Party Level 5 and higher.

Cancel – Prevent the effects of something. If a card is canceled, it is discarded and has no further effect.

Catch Your Breath – A form of Healing at the end of each Fight.

Clue – Icon. Progress toward a Mission's Objectives.

Corruption Hit – A strike to add a Corruption to a Hero. A Corruption Hit on a Hero adds 1 Corruption Point. Prevented with Willpower.

Corruption Point – A measurement of how corrupted a Hero is.

Corruption Resistance – The number of Corruption Points a Hero can have before trading them in for a roll on the Mutation Chart.

Cover / Cover Save – An extra roll to prevent Hits against a model, before Defense is applied. Note a successful roll on a Cover save stops the entire Hit, including all Damage and other effects.

Critical Hit – A Natural roll of 6+ on a Hero's attack dice. Ignores the Enemy's Defense.

Defense (Enemy) – The amount of Damage an Enemy will prevent on each Hit they take.

Defense (Hero) – A saving roll to prevent taking Damage to the Hero's Health.

Double-Handed – An Item that requires both of a Hero's hands.

Enemy Group – All of the Enemy models on the board that are the exact same specific Enemy Type (*Tengu*, *Oni*, *Devoured Dead*, etc).

Escape – A Hero's attempt to move away from an Enemy model.

Exhaust – Flipping over or rotating a card (or marking an ability) that is Limited Use (such as 'Once Per Turn') to show that it has been used.

Fight – The time from when Enemies are placed on the board until the last Enemy is removed from the board.

Free Attack – An extra form of attack that is in addition to a normal attack. Limit one Free Attack per turn.

Grit – A resource that all Heroes have, used mainly for Re-rolling dice and activating some more powerful Abilities.

Health – A model's capacity to take physical damage, before being killed or KO'd.

Hit – A single strike against a Model's Health. A Hit on a Hero generally does 1 Damage unless noted otherwise. A Hit from a Hero's attack generally does D6 Damage unless noted otherwise. Prevented with Defense.

Horror Hit – A single strike against a Hero's Sanity. A Horror Hit on a Hero does 1 Sanity Damage unless noted otherwise. Prevented with Willpower.

Initiative – The order in which Models are Activated during a turn.

Just Rolled – This only includes the last roll you made (the dice that were just rolled, moments ago).

Keywords – One or more words associated with a card, event, or character that generally have no built-in meaning but are referenced.

Killed – When an Enemy is reduced to 0 Health. This term is also used when a Hero is actually dead, not just KO'd.

KO'd – When a Hero is reduced to 0 Health or 0 Sanity.

Model – Any Hero or Enemy, including counters that represent a Hero or Enemy.

Natural 6 – Rolling an unmodified 6 on a D6.

Once per Adventure – An Item or Ability that may only be used once during each Adventure. When used the Item should be flipped over or Ability marked in some way to show that it may not be used again during this Adventure. At the end of the Adventure, the Item/Ability is Readied.

Once per Fight – The same as *Once per Adventure* above, but the Item/Ability may be used once each Fight instead.

Once per Turn – The same as *Once per Adventure* above, but the Item/Ability may be used once each turn instead.

Peril Die – Icon. A special D6 that has the sides 3, 3, 4, 4, 5, and 6.

Ready – Flipping over a used Item card or unmarking an Ability that is Limited Use, making it ready for use again.

Recover – For a resource like Grit, this means to gain one of that resource, up to the maximum you can carry of it. For a Hero, this means to stand back up after being KO'd, usually resulting in some amount of healing and rolling on the Injury/Madness Chart.

Revive – A special Token that allows a Hero to Recover and fully Heal when KO'd, without needing to roll for Injury/Madness.

Sanity – A model's capacity to take mental damage, before being KO'd.

Scavenge – A Hero searching a Map Tile for anything of value.

Side Bag – Every Hero has a Side Bag card that is used to hold their Side Bag Tokens like ***Bandages*** or ***Bombs***.

Single-Handed – An Item that requires one of a Hero's two hands.

Skills – A Hero's stats used to interact with tests and Encounters.

Source – One specific thing that is causing an effect. This could be an Event Chart roll, a single Enemy, an Encounter card, etc. Something that prevents all Damage from a single Source will prevent one instance of taking that Damage.

Target – The focus of a model's attacks.

Threat – A card drawn to show what Types of Enemies are attacking and how many there are of each.

Threat Level – *Low*, *Med*, or *High*, the Threat Deck that the Heroes draw from based on the number of Heroes in the Party. One Threat Level higher than *High* is *Epic*.

To Hit – The number needed for each of a Model's attack dice to successfully strike their target.

Turn – One game round, from the *Hold Back the Darkness* phase to the *End of the Turn* phase.

Upgrade – A bonus for a Hero when they Level Up or a bonus to an Item that can be attached into its Upgrade Slots.

Weight – Icon. A Hero may carry Items up to their Strength+5 in Weight. This is also known as their '*Carrying Capacity*'.

Willpower – A saving roll to prevent taking Damage to the Hero's Sanity. Also used to prevent Corruption.

FAQ AND CLARIFICATIONS

Q) Because the Map Tiles are double-sided, what do you do if a Map card is drawn in an Other World, but the Fortress side of that same tile is already in play?

A) Most players will want to remove older Map Tiles as they explore to make room for the new areas discovered as you go (unless you have a really giant table). That being the case, this won't come up that often. When it does, simply discard the Map card and draw a new one to replace it.

Q) Do the Heroes get to draw a Loot for a Threat card that has you draw additional Threat cards but doesn't actually add Enemies itself?

A) No. For Threat cards that say something like, "Draw 2 Low Threats", the Heroes get Loot for each of the two Low Threats, but not for the card that just has you draw the Low Threats.

Q) What happens if no Map Tile can be placed at a Door because any tile would overlap an existing part of the map?

A) In this case, that exit is not a valid Door location when rolling for where the Doors are placed in that room.

Q) If you need to draw a card from a deck, and there are none left, what do you do?

A) Re-shuffle the discard pile back into the deck. If there is no discard pile, cancel that card draw. There are two exceptions to this. If an Artifact needs to be drawn and there are none available, draw a Gear card instead. If a Growing Dread needs to be drawn, draw a Darkness card instead.

Q) What happens if you look through a Gate while all of the World Cards are still in play?

A) This should be very rare as World Cards are returned to the Deck as soon as there are no Heroes in that World. If it does occur, the Gate will always lead back to the World you started the Adventure in (usually the Fortress).

Q) If you are called on more than once to place additional Enemies when you don't have any more models for them available, do they get an Elite ability for each time?

A) The Enemies gain an Elite ability when you would have to place more of them on the board but have no available models to do so. This is limited to once per turn, no matter how many instances of that Enemy you are called on to place but cannot.

Q) Is it ok to remove previous parts of the Map as you explore new areas (not all tables are giant)?

A) Yes. As long as you don't think you will be going back to that area, it should be fine. This can also leave more room for the map to twist and turn and not be blocked by previous Map Tiles (imagine that it is winding down deeper as you go). If there are game features left behind on Map Tiles (such as Corpse Tokens), it is recommended that the Map Tiles not be removed until the Heroes are at least 2 full Map Tiles away or so (just in case).

Q) Does Spirit Armor prevent Corruption Points?

A) No, only Sanity Damage.

Q) Does an Enemy that is displaced, by a larger Enemy moving through it, need to choose a new target if it is still adjacent to its original target after being displaced?

A) No. The displaced Enemy will only select a new target if it is no longer adjacent to its original target.

Q) If a new group of Enemies appears with Ambush during a Fight, and there are already Enemies of that Type on the board, do the existing Enemies of that Type get the +2 Initiative, or only the new Enemies?

A) All Enemies of that Type get the bonus +2 Initiative.

Q) What happens if you have a group of normal Enemies (such as *Acidic Tentacles*) in an OtherWorld, and then a new group of Enemies enters play that are an OtherWorld variation on the same Enemy Type (such as *Parasitic Tentacles*)?

A) Unless you have models to specifically represent both Types of Enemies, all of these Enemies will immediately become the OtherWorld specific version of the Enemy Type (so in the example, the existing *Acidic Tentacles* would immediately become *Parasitic Tentacles*).

Q) Do Critical Hits, Explosives (like Bombs), and other things that ignore Defense also ignore the Armor ability?

A) No. Armor is only ignored if explicitly called out.

Q) Is there a minimum Max Grit?

A) Yes. A Hero's Max Grit is minimum 1.

Q) What happens if a model that cannot move through Barriers ever finds itself enclosed behind Barriers?

A) Any model in an area enclosed by Barriers is allowed to move through Barriers until they are no longer enclosed.

Q) Does the Darkness card *Overpowered* add to the damage caused by Acid Blobs with their *Digestive Juices*?

A) Yes. Digestive Juices is used instead of a normal Attack using Combat, but it is still an Attack.

Q) Can Items or abilities that are 'Once Per Turn' be used during Travel or Town? What about 'Once Per Adventure'?

A) No. There are no 'Turns' during Travel and Town Stay, only 'Days in Town'. The only Limited Use elements that may be used during Travel and Town Stay are those that are listed as 'Once Per Travel' or 'Once Per Day in Town', etc.

Q) Hero Skills max out at 6. What happens if I get a Random Upgrade or choose a skill tree ability that would add to a Skill value that is already at 6?

A) In these cases, the player may choose a different one of their Skills that is not yet at 6 to apply the bonus to instead.

Q) Some areas of Town are restricted by a Hero's Keywords (Samurai Only, etc). How does this work with the Items that can be purchased in these restricted areas? Can they be traded away to Heroes that don't meet the restrictions after purchase?

A) No. All Items and events in a Town Location that is Restricted like this are assumed to have that same Restriction on the Item itself as well.

Name:
Class: Level:

Keywords

Agility Cunning Spirit

Strength Lore Luck

Forbidden Fortress

Initiative

To Hit: Ranged Melee

Combat:

Max Grit:

Corruption

Resistance:

Health Defense

Sanity Willpower

Modifiers for the Current Adventure...

Resources

XP Experience

Gold

Dark Stone

Side Bag Tokens

Other -

Items

Personal Item -

Notes / Upgrades / Clothing

Abilities

Starting Upgrade -

Injuries / Madness

Mutations

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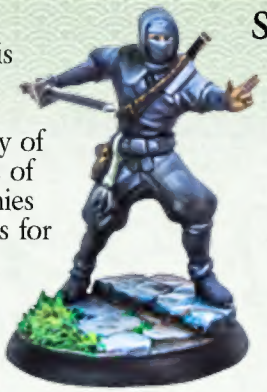
Shadows of Brimstone

Forbidden Fortress

Shadows of Brimstone™ is an expansive game world, and this Core Set is just the beginning! This gallery of miniatures shows off some of the new Heroes and Enemies coming soon in expansions for the game!



Shadow Clan Ninjas
Enemy

Onmorake Carrion Phoenix
XL-Sized Beast Enemy

Fallen Sorcerer
Magik Enemy

Komuso Summoner
Magik Enemy

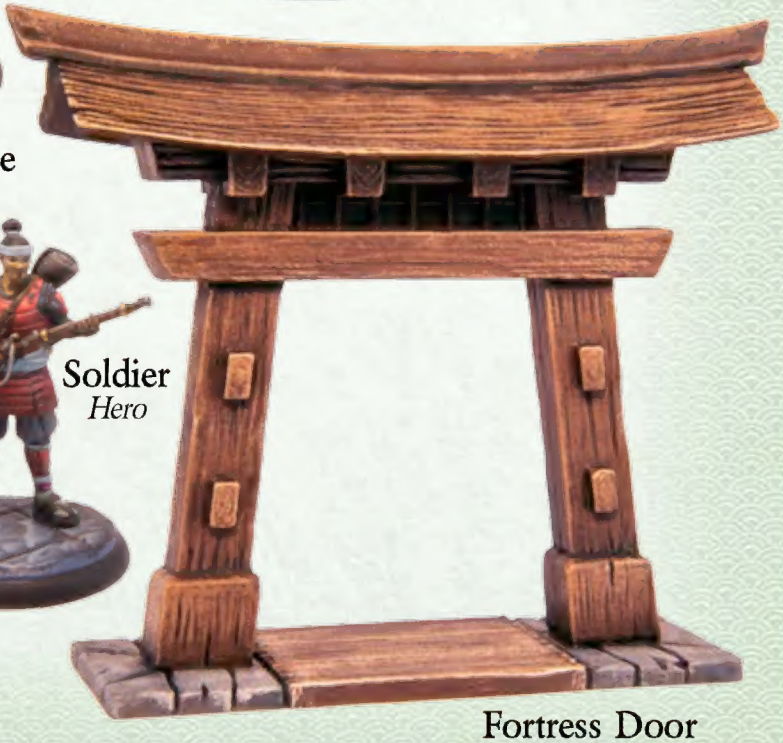
Geisha
Hero

Kitsune
Hero

Skin Crawler
Belly of the Beast Enemy

Soldier
Hero

Chochinobake Possessed Lantern
Demon Enemy



Fortress Door
from Gateways into Madness

FLYING FROG
PRODUCTIONS